American Dynamics

From Tyco Security Products

victor unified client
victor Application Server

Administration/ Configuration Guide

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Overview

About this document

This help document is primarily designed for System Administrators and users with victor configuration privileges. Only suitably trained personnel should attempt victor installation and configuration tasks.

For basic user functionality, refer to the separate victor operator help documentation.

victor

victor is part of a powerful Network Video Management System (NVMS) that includes advanced policy management, health monitoring, Smart Search, instant playback, and more, ensuring the security and safety of your entire organization whether a single site, or a multi-location, globally dispersed enterprise.

victor Express

As part of the victor unified client portfolio, victor Express offers the ability to manage video from multiple Intellex, and VideoEdge NVR/Hybrid recorders from a single intuitive interface.

By removing the victor Application Server requirement which provides more enterprise functionality victor Express utilizes SQL Express Localdb to provide single site applications a powerful way to manage multiple recorders.

Unified Solution

Unification with Software House C·CURE 9000 access control system provides multi-dimensional single-point event management. Refer to www.americandynamics.net for further information.

Components

victor unified client

victor unifies security, surveillance, and event management. From a single interface, you can manage live/recorded video from Intellex DVRs, VideoEdge NVRs, ADTVRs and HDVR hybrid recorders.

Unified with Software House C·CURE 9000 access control system, victor provides single-point event management across both systems.

victor is designed to handle the high throughput of HD and megapixel cameras and manage real-time alarms and events. The victor solution scales from a single site to multi-location global deployments and simplifies management of large, geographically dispersed security operations.

The victor solution includes advanced policy management, health monitoring, Smart Search, instant playback, and more, ensuring the security and safety of your entire organization. Analog and IP video and cameras can be displayed simultaneously, all with a common feature set, no matter what the codec (H.264, ACC, MJPEG, MPEG-4) allowing you to mix and match technologies without toggling between separate client applications.

The intuitive design includes advanced features such as tear off, snap, auto hide, tab, and dock windows, providing an easy and customizable operator experience.

An easy-to-use tree structure puts everything at your fingertips. Create and organize camera lists from multiple Intellex, HDVR, and VideoEdge recorders (any camera from any recorder) to meet the needs of different operators. Build video tours, salvos, and saved views, then organize them into victor's customizable and easy-to-use site lists for rapid response.

Motion-based Smart Searches are run on a database of meta-data instead of searching through hours or weeks of video. This makes incident investigations incredibly fast and easy. Add advanced video analytics to your VideoEdge NVRs to increase situational awareness with alarms for trip wire, linger, object removed/abandoned and more.

victor Application Server (Server)

The victor Application Server is the brains of the operation - storing data, operator profiles, roles, camera/recorder information and access controls objects.

Dual modes of user authentication allows users to log in using Active Directory credentials or via a 'Basic' method which does not require a domain controller.

Also, using Microsoft Active Directory, operator profiles can be tied to are portable which allows users to move from one victor client to another as their credentials follow them, regardless of the PC.

Restrict what devices and features an operator can access by assigning roles using victor's included policy management. Permissions can be set system wide for a specific camera.

Any feature can be limited and updated as situations warrant. victor also journals and tracks what has happened on your systems, such as operator activities, search and export history, creating an audit trail.

victor player

victor player is the standalone video player application which can be exported along with digitally-verified video clips to enable the playback of exported video clips in native format without requiring the full installation of the client.

victor Command Center

The victor Command Center lets you build your own security operation center (SOC). You can manage thousands of cameras and multiple locations, creating video walls using standard PCs. Video walls are a key component to monitoring large camera counts. Share and communicate information between operators and pushing live or recorded video from one monitor to another - to ensure rapid response to critical events. You can expand your system by adding victor client and agent licenses, to meet the needs of your organization.

victor/C·CURE Unification

victor/C·CURE 9000 unification provides advanced, seamless integration between victor and C·CURE 9000 standalone platforms, allowing users of **victor unified client** to monitor C·CURE devices and events from within the victor environment.

Note:
Version Compatibility - C·CURE 9000 Integration requires: C·CURE 9000 v2.1+ and victor v4.2+ Refer to the victor and C·CURE Unification Guide for further information.

MAS/SAS Support: Overview

For customers with large, dispersed systems, victor supports enterprise level Master Application Server/Satellite Application Server (MAS/SAS) deployment.

Enterprise Architecture provides you the ability to view and manage all aspects of access control and video security from one application - the Administration Workstation attached to the MAS.

MAS/SAS architecture functions by synchronizing each SAS system's database with the MAS database. The Master (MAS) contains the global data that is used across every server, such as global Personnel records, global clearances, and global Operators. The global data is synchronized to each SAS so that it can be used to implement enterprise-wide security. The MAS itself does not have any directly connected controllers or video servers, but it can be used to remotely monitor and manage controllers and video servers attached to SAS's in the enterprise.

MAS/SAS architecture typically follows a 'Hub/Spoke' model where the Master is the hub and the Satellites are the spokes which can be deployed globally.

In a victor environment, each MAS deployed on a system supports up to 20 SASs. Satellite servers provide real time response for critical operations like events and actions while the master server provides a rolled up reporting and event management interface for the customer.

Refer to Appendix A: victor MAS/SAS Support for further details including installation instructions.

Introduction

You can update client and VideoEdge NVR (4.4+) recorders from within the victor unified client. Updates files are hosted in a repository on the victor Application Server machine and can be downloaded by connected clients and pushed to supported recorders.

Tyco Update Utility

During install, the Tyco Update Utility is installed alongside victor client. This component communicates with an update repository which is hosted on the victor Application Server providing a means to update Tyco software.

The update application lists all available updates that can be installed on the user's system along with the location of the machine hosting the update repository.

Tyco Update Utility can be launched by navigating to *'C:\Program Files (x86)\Tyco\UpdateClient'* and launching **TycoUpdateUI.exe**. Once launched will display in the system tray. Double click to relaunch the Tyco Update Utility.

Note:
In order to download and install updates using the Tyco Update Utility, you must have Windows administrator rights.

victor

victor client checks for available updates:

- Daily if run for more than 24 hours without a restart
- Automatically on client startup
- Automatically when the client connects to a new victor Application Server
- Manually from the 'About' page

Note:
Automatic and manual update checks can only be carried out if the current victor user has the 'Administrator' role in victor.
The ability to check for updates can be added to roles other than 'Administrator' by using the Type Exception **Workstation - Update victor client**.

Only victor client users who have the Administrator or Power User role are allowed to perform updates to the victor client. If the current victor user does not have one of these roles then the update options will be disabled.

Hosting victor Client Updates

In order for victor unified client to update, the update files must be hosted on the victor Application Server machine in the update repository.

Procedure 3-1 Hosting victor Client Updates

Step	Action
1	Double click update executable to launch. Installer dialog opens.
2	Select **Next**. **End User License Agreement (EULA)** dialog displays.
3	Select **I accept...** or **I do not accept...** as applicable.
4	Select **Next**. **Ready to Install the Program** dialog displays.
5	Select **Install**. Tyco Update Repository begins to install. Once complete, **InstallShield Wizard Complete** dialog displays.
6	Select **Finish**. A new folder called "Repository" is created in the location '*C:\Program Files (x86)\Tyco\Update Server Repository'* which hosts update files for victor unified client.

- End -

Updating victor Client

Automatic Updates

If an update is available, launching victor unified client, the client being open for 24 hours or connecting to a new victor Application Server will display a dialog stating:

> "The victor Application Server you are connected to has an update available. Installing this update will cause victor client to be closed. Would you like to automatically download and install this update?"

Follow the procedure below to install the update. To skip the update, select **Remind Me Later**.

Procedure 3-2 Install Automatic Update

Step	Action
1	Select **Install**. The **victor unified client license agreement** dialog opens
2	Read the license carefully and select **Accept** or **Decline** as applicable
3	If **Accept** is selected, victor client will close and a dialog will display showing progress of downloading and installing updates. The update can be canceled by selecting **Cancel** during the download of update files. **Note:** During the upgrade, if the Tyco Update application is running, the user is informed of progress via a system tray status display.
4	Once update is complete, select **OK**

- End -

Manual Updates

Users with appropriate permissions can manually check for and install updates from within victor unified client.

Procedure 3-3 Install Manual Update

Step	Action
1	Select then **About**. The about tab opens.
2	Select **Check for Updates.**
3	If no update is available, dialog will display “Software is up to date”. If there is an update available, dialog will display: “The victor Application Server you are connected to has an update available. Installing this update will cause victor client to be closed. Would you like to automatically download and install this update?”
4	Select **Install**. The **victor unified client license agreement** dialog opens.
5	Read the license carefully and select **Accept** or **Decline** as applicable.
6	If **Accept** is selected, victor client will close and a dialog will display showing progress of downloading and installing updates. The update can be canceled by selecting **Cancel** during the download of update files. **Note:** 1. Progress dialog will not display if User Account Control (UAC) is enabled. 2. During the upgrade, if the Tyco Update application is running, the user is informed of progress via a system tray status display.
7	Once update is complete, select **OK.**

- End -

VideoEdge NVR

Updates can be applied to VideoEdge NVRs from the client via the recorder's context menu.

Before performing the update, the NVR checks the current version installed against the version to be installed. If it is not a higher version, an alert is posted to the client, informing it that the update failed and the reason for failure.

If security is enabled on the NVR, the user is prompted for credentials before the update is applied.

After successful update and restart of NVR services, an alert is sent to the victor client indicating to it that the installation was a success.

Caution

1. When a software update is applied either via a push update or applied manually using the Administration Interface, NVR services will restart. Temporary NVR service outage should therefore be expected when an update is applied.
2. It is recommended that you should schedule when NVR upgrades are applied and expect a loss of video when services restart. When upgrading NVRs which are being monitored by a secondary (Failover) NVR you need to stop Server Monitoring to prevent the secondary NVR taking over when the upgraded primary NVR's services stop.

Note:
VideoEdge NVR updates can only be carried out if the current user has 'Edit' permissions on the applicable VideoEdge NVR recorder.

Update VideoEdge NVR

VideoEdge NVR software update bundles can be hosted on the site server update repository and pushed down to individual recorders via the client GUI.

Procedure 3-4 Update VideoEdge NVR

Step	Action
1	Right click the recorder to be updated.
2	Select **Check for Updates.**If updates are available, **Do you want to install upgrade** dialog displays.
	Note: If no updates are available, dialog displays - **No Update available**
3	Select **Yes.** Dialog advises that the recorder will be offline for a period of time.
4	Accept **EULA**. Recorder goes offline during upgrade.
	Note: During upgrade, any alerts related to success or failure of updating display in victor's activity list.

- End -

Introduction

This section describes the basic steps on involved in how to start victor services (victor Professional only), launch the client after installation and provides an overview of the main Graphical User Interface (GUI).

It is important to read this section as it provides useful user information on a number of basic/common tasks which are not repeated throughout the manual and are not related to specific object types or scenarios.

Server Configuration Application (victor Professional)

The Server Configuration Application provides a management interface for administration of various server settings. It is accessible directly from the desktop via the Server Configuration Application icon or via the Windows Start Menu (All Programs > Tyco > victor > Server Configuration)

The Application comprises the following tabs:

- **Services** - Allows Framework and Extension services to be manually started and stopped
- **Server Components** - Allows manual start/stop of Bidirectional server components
- **Database** - Displays database connections
- **Settings** - Allows Enable/Disable of Application and Network settings

Restarting services (victor Professional)

After initial installation, all applicable services will be running. However, victor services may need to be restarted when new licenses are added to ensure full functionality is available.

Note:
1. Crossfire Framework Services must be started first to allow Extension services to run
2. victor Express does not require services to be started manually

Procedure 4-1 Restarting victor Services

Step	Action
1	Double click the **Server Configuration Application** Icon on the desktop. The **Server Configuration Application** displays. **Note:** Depending on security settings, you may need to right click the icon and select Run as Administrator.
2	Select the **Services** tab.
3	Select **Stop** for all Framework Services. Status changes to Stopped.

4 Select **Stop** for Extension services as required.

5 Select Start Service for **Crossfire Framework Service** in the Framework Services section. Wait until **Status:Running** displays in Green.

6 Select Start Service for **Crossfire Server Component Framework Service** in the Framework Services section. Wait until **Status:Running** displays in Green.

Note:
All extension services should start automatically. If you need to manually start them, continue to Step 7.

7 Select **Start** checkbox for all required extension services.

8 Select **Start Service** for all required extension services. The status changes to **Running**.

9 Confirm that all Services have changed state to **Running**.

10 Exit the Server Configuration Application.

- End -

Launch the Client

Note:
1. Before starting the client, ensure all victor services are running (victor Professional only)
2. Initial sign-in must be from the windows user account under which the client was installed. (During installation, a client user is created called **Installer Account**. Because this is the only user which exists at this time and victor uses Windows authentication, it is important that this user is logged in to Windows.)

Procedure 4-2 Starting the client

Step	Action
1	Double click the **victor unified client** icon on the desktop. The client sign in dialog displays (Unless this is the first sign on in which case the client will connect automatically).
2	Select Authentication Method the operator uses from the dropdown - Windows or Basic
3	Enter **Username** (Windows Username of the installer account if this is the first login)
4	Enter **Password** (Password of the Installer Account)

Note:
Blank Password are not accepted

5 Select **Domain** and **victor Application Server** as required

6 Select **OK** to Login or **Cancel** to Exit

- End -

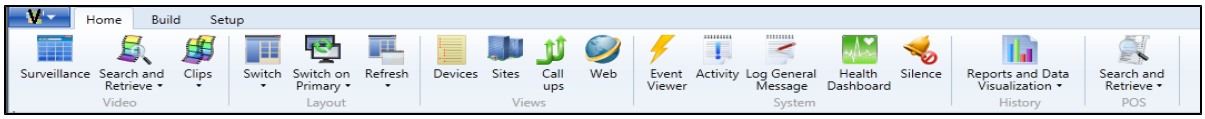
Exploring the Default Workspace

The default layout for the client is made up of a ribbon control comprising **Home**, **Build** and **Setup** tabs. The tools and buttons available on each tab is dependent on the components installed, licenses applied and the role of the logged in user.

Below the Ribbon, The Device List, Surveillance window and status bar make up the rest of the default layout.

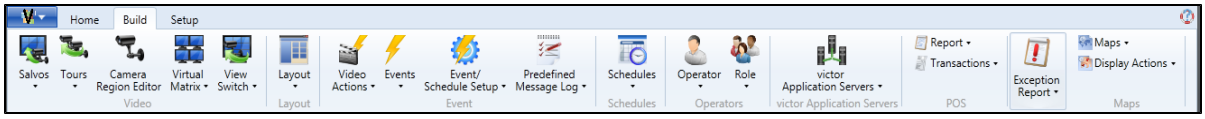
Home Tab - User Controls

The Home tab contains typical user/viewer controls. No configuration or setup options are available



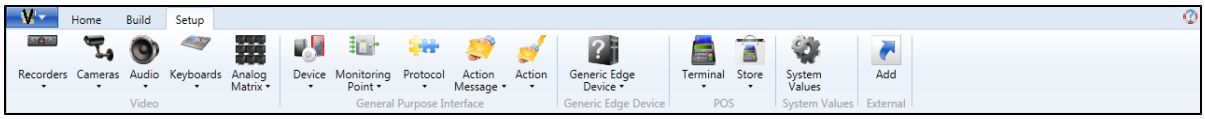
Build Tab - Configuration Tools

The Build tab contains administrative tools to configure non hardware objects e.g. Operators, Roles, Video Actions and Events



Setup Tab - Configuration Tools

The Setup tab contains administrative tools to configure system hardware e.g. General Purpose Devices, Recorders and Keyboards



Status Bar

The Status bar is a static display of System level Information which includes:

- Number of Active Alerts
- Server Name (victor Application Server)
- Client Messages
- Active Operator
- Active Layout
- Bandwidth Configuration (Configurable from the status bar)
- Name of the Active Virtual Matrix
- Workstation Status (CPU Usage/Memory Free/Disk Space Free)
- Current Date and Time
- Any Error Messages detected by the client will also be displayed. For example 'Recorder has reached its maximum number of clients'

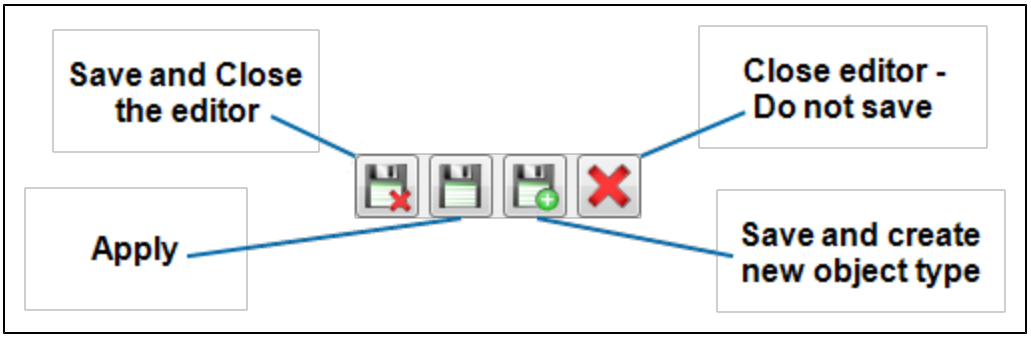
Device List

The Device list displays a list of all hardware configured in the system in a single window. It is primarily used to interact with hardware via object icons' context menus.

The device list forms part of the default layout but can be hidden or viewed as required.

Save and Close Options

Save and Close options are displayed and used in all object editors when creating or editing any object types. It is important to understand the differences between the various options as proper use can save time and effort when configuring objects.



Switch Language/Culture

You can change the language/culture of the text displayed on the application Graphical User Interface (GUI)

Procedure 4-3 Switch Language/Culture

Step	Action
1	Select the victor menu button on top left of GUI. Dropdown menu displays.
2	Select **Languages** button. **Language Selection** dialog displays.
3	Select the Dropdown menu in the language dialog.
4	Select the required language.
5	Click **Select**. Dialog displays informing you the next time you run the program, the User Interface will be in the selected language.
6	Close the victor program.
7	Launch victor. GUI displays in the new language.

- End -

Reposition the Quick Access Toolbar

You can reposition the Quick Access Toolbar below or above the ribbon.

Note:
The ribbon is minimized by default

Procedure 4-4 Reposition the Quick Access Toolbar

Step	Action
1	Select from the top left of the client window.
2	Select **Show Below the Ribbon** or **Minimize the Ribbon** as required.
3	Select to reverse the selection.

- End -

Common Tasks

There are certain tasks within the client which are identical for all object types and therefore are not repeated in each chapter. This section gives an overview of some of the tasks and explains how to perform them.

- **Show All** (Dynamic Views)
- **Delete** (Objects)
- **Refresh** Hardware
- Object Editors
- Object Selector

Show All Objects (Dynamic Views)

Object lists (Dynamic Views) are generally displayed using the **Show All** option from an object type's dropdown menu.

These lists will generally contain at a minimum Names and Descriptions of available objects. Depending on the type of object being displayed, more information may be available by right clicking the column headers and displaying extra detail.

Procedure 4-5 Show All Objects (Dynamic Views)

Step	Action
1	Select the Object Icon from the **Build** or **Setup** Tab.
2	Select **Show All** from the dropdown menu. A List of all selected object types displays.

- End -

Delete Objects

The procedure to delete objects is identical for all object types.

Procedure 4-6 Delete Objects

Step	Action
1	Select the Object Icon from the **Build** or **Setup** Tab.
2	Select Show All from the dropdown menu. A List of all selected object types displays.
3	Right Click on the object to be deleted.
4	Select **Delete**. A warning dialog displays.
5	Select **Yes** to Delete or **No** to Cancel.

- End -

Refresh Hardware

The procedure to refresh hardware is identical for all object types.

Procedure 4-7 Refresh Hardware

Step	Action
1	Select **Devices** from the **Home** Tab. Device list displays.
2	To refresh ALL objects of a single type:
	a Right Click the Parent object.
	b Select Refresh. All objects of that type refresh.
3	To refresh individual objects:
	a Select ▷ next to object type to expand the selection.
	b Right click the object to be refreshed.
	c Select **Refresh**. The object refreshes.

- End -

Object Editors

Object editors are used to make changes to existing system objects. They are generally accessible from the Object's context menu.

Procedure 4-8 Edit Objects (General)

Step	Action
1	Select the object type from the **Build** or **Setup** tab.
1	Select **Show all** to display object list.
2	Right click the object.
3	Select **Edit** to enter the object's editor page.
4	Make changes as required.
5	Select **Save.**.

- End -

Object Selector

The Object Selector is used throughout the client to select objects or assign actions. It is mainly used for Administration E.G when selecting role exceptions or Event Actions.

Procedure 4-9 Select an Object

Step	Action
1	Select . Object Selector displays.
2	Select the object type from the **Type** column. **Object** column will be filtered based on type.
3	Select object from the **Object** column.
4	Select **OK.**

- End -

Cycle Active Tool Windows and Files

For easy navigation between open victor tabs, you can cycle between active tool windows and files.

Hold **CTRL** and Press **Tab** to open a dialog displaying active Windows and files. Cycle the active items by pressing **Tab** until the required item has focus in the dialog.

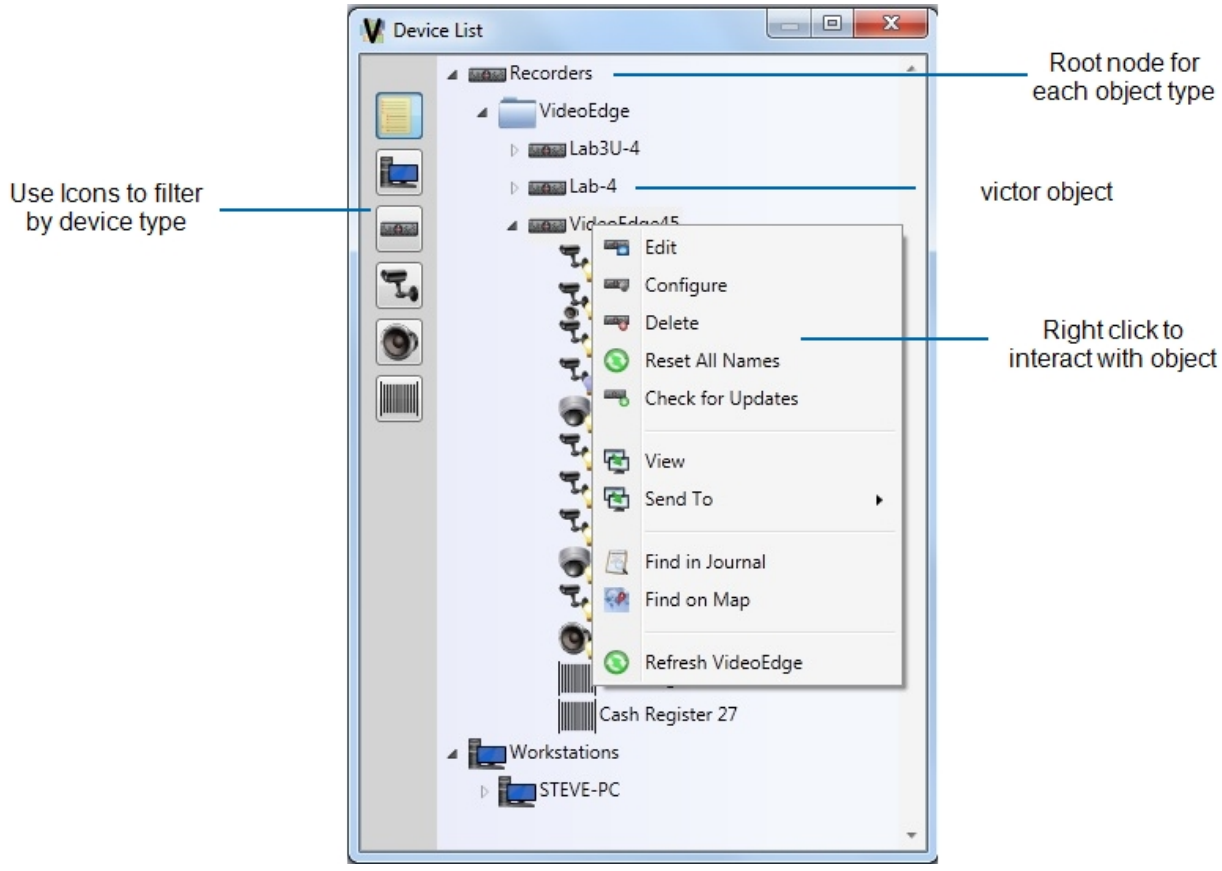
Release **CTRL** to focus on the required item.

Introduction

The Device list provides a means of displaying and controlling all hardware configured in the system in a single window. It is primarily used to interact with system hardware via object icon's context menus.

Display/Navigate Device List

The Device list displays a tree view of all hardware devices configured on the system which are available to the current user.



Procedure 5-1 Display/Navigate Device List

Step	Action
1	Select **Devices** from the **Home** Tab. The device list displays.
2	The Device List window displays showing all devices configured within the system.
3	Use Object Icons to filter view and Context menus to interact.

- End -

Object Status

An object's Online/Offline Status is visually represented by a graphical 'light bulb' associated with the object icon in the device list.

Note:

1. For analog cameras, Online and Offline status refers to the physical connection between the camera and recorder.

2. Cameras displaying (Offline status) may still be streaming video as the system may take some time to refresh the icon to Online.

Recorders Introduction

Recorders can be added to the system manually or multiple recorders may be added using the Recorder Import function. Recorders can be added from Local Area Networks (LANs) or from across Wide area Networks (WANs)

victor can also be configured to auto-discover VideoEdge recorders. As and when new VideoEdge recorders are added to the network, victor automatically detects them and prompts the user to add them to the system.

Supported Recorders

Recorder Type	Supported Version
Intellex	4.0+
Intellex IP	4.0+
VideoEdge NVR	4.2+
VideoEdge Hybrid Appliance	4.21+
American Dynamics HDVR	1.5+
American Dynamics TVR	2.2,2.5,2.6

Caution

Ensure time is synchronized between client machines and network recorders. Recorders which are out of time synchronization with client machines cause incorrect video retrieval. It is recommended that an NTP server is used to synchronize machines.

Add new Recorder (LAN)

You can add supported LAN recorders to the victor Application Server.

Procedure 6-1 Add new Recorder

Step	Action
1	Select **Recorders** from the **Setup** Tab.
2	Select **New** from the dropdown menu. Recorder editor displays.
3	Enter the **IP Address/Domain Name** of the recorder.

Note:
1. If adding a VideoEdge NVR 4.4+ recorder with failover set up, enter the virtual IP address of the recorder. It is also recommended that the secondary (failover) NVR 4.4+ recorder is added to victor separately using its static IP address to ensure that all alerts are received.
2. If using a domain name, then it is recommended that a DNS server is used to allow both the client and the victor Application Server to resolve the device name. It is not recommended to use local host files to resolve device names.

4	Enter the **Communication Port**. This can be left blank of default ports have not been changed.
5	Enter the **User Name**, if required.
6	Enter the **Password**, if required.

Note:
1. A Username and Password is required when adding VideoEdge NVR units.
2. If adding Intellex 5 recorders with Remote Access Authorization enabled, a Username and Password is required.
3. It is recommended that an Administrator account is used when adding Recorders to ensure that full access is available via the client.

7	[Optional] Enter the **Communication Port**.(Port used for HTTPS streaming)
8	[Optional] Select the **Secure Connection** checkbox to enable HTTPS communication (VideoEdge NVR only).

Note:
1. SSL certificates can be created on VideoEdge 4.5+ recorders. These can then be installed on victor client and victor Application Server machines when adding HTTPS enabled recorders.
2. If using HTTPS, the communication port should match the secure port defined on the VideoEdge NVR being added.

9	Select **Save**.

- End -

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Add new Recorder (WAN)

You can add supported WAN recorders to the victor Application Server.

Procedure 6-2 Add new Recorder (WAN)

Step	Action
1	Select **Recorders** from the **Setup** Tab.
2	Select **New** from the dropdown menu.
3	Enter the **IP Address/Domain Name** of the recorder.

Note:
1. If adding a VideoEdge NVR 4.4+ recorder with failover set up, enter the virtual IP address of the recorder. It is also recommended that the secondary (failover) NVR 4.4+ recorder is added to victor separately using its static IP address to ensure that all alerts are received.
2. If using a domain name, it is recommended that a DNS server is used to allow both the client and the victor Application Server to resolve the device name. It is NOT recommended to use local host files to resolve device names. Enter the **Communication Port** (leave blank if default ports have not been changed).

4	Enter the **User Name**, if required.
5	Enter the **Password**, if required.

Note:
1. A Username and Password is required when adding VideoEdge NVR units.
2. If adding Intellex 5 recorders with Remote Access Authorization enabled, a Username and Password is required.
3. It is recommended that an Administrator account is used when adding Recorders to ensure that full access is available via the client.

6	Enter the **Streaming Port**, if required.
7	Expand the **WAN Configuration** section.
8	Enter the Enter the **IP Address/Domain Name** of the recorder.
9	[Optional] Enter the **Communication Port**.(Port used for HTTPS streaming).
10	Enter the **Streaming Port**.
11	[Optional] Select the **Secure Connection** checkbox to enable HTTPS communication (VideoEdge NVR only).

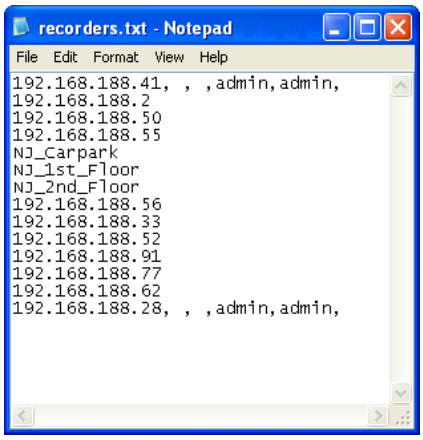
Note:
1. For secure connections, SSL certificates can be created on VideoEdge 4.5+ recorders. These can then be installed on victor client and victor Application Server machines when adding HTTPS enabled recorders.
2. If using HTTPS, the communication port should match the secure port defined on the VideoEdge NVR being added.

12	Select **Save**.

- End -

Add Multiple Recorders

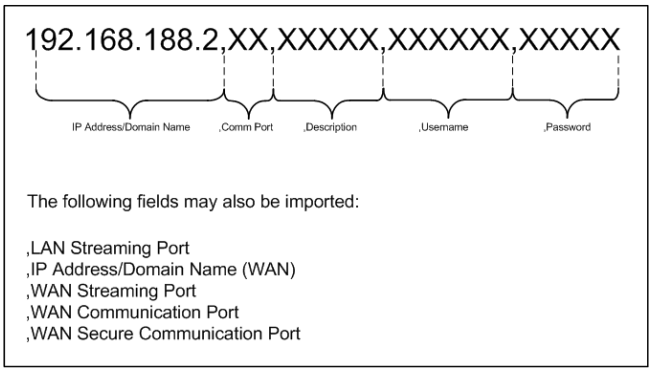
You can add multiple recorders simultaneously using the **Import Recorders** function. This feature enables you to import recorder information (Minimum IP Address/Hostname) using information previously entered into a .txt or .csv file. See example below:



Note:
1. Lists are not case sensitive.
2. Each Recorder must have a separate row on the list.

Procedure 6-3 Add Multiple Recorders

Step	Action
1	Create a .txt or .csv file, listing at a minimum the IP Addresses or Hostnames of each recorder to be imported. Create each new entry on a new line. Additional field information may be entered, separate information relating to each field with a comma.



2	Save the .txt or .csv file.
3	Select **Recorders** from the **Setup** Tab.
4	Select **Import Recorders** from the dropdown menu. **Please select a file to import** dialog displays.
5	Navigate to the saved file.
6	Select Open. **Reading Recorders file** dialog displays informing of progress. When complete, imported recorders display in device list.
7	Select Close on the **Reading Recorders file** dialog.

- End -

Edit Recorders

You can edit properties of existing recorders.

Procedure 6-4 Edit Recorders

Step	Action
1	Select **Recorders** from the Setup Tab.
2	Select **Show All**. All recorders are listed.
3	Right Click on the recorder to be edited.
4	Select **Edit**. The Recorder editor displays.
5	Make edits as required.
	Note: Properties which can be edited vary depending upon recorder type.
6	Select **Save**.

- End -

Configure VideoEdge NVR

victor client supports full configuration of VideoEdge NVR (4.2+).

Procedure 6-5 Configure VideoEdge NVR

Step	Action
1	Select **Recorders** from the **Setup** Tab.
2	Select **Show All**. All available recorders are listed.
3	Right Click the recorder to be configured.
4	Select **Configure**. The recorder's configuration page opens.
5	Refer to the recorder's User/Administrator guide for configuration help.

- End -

Device Discovery (Recorders)

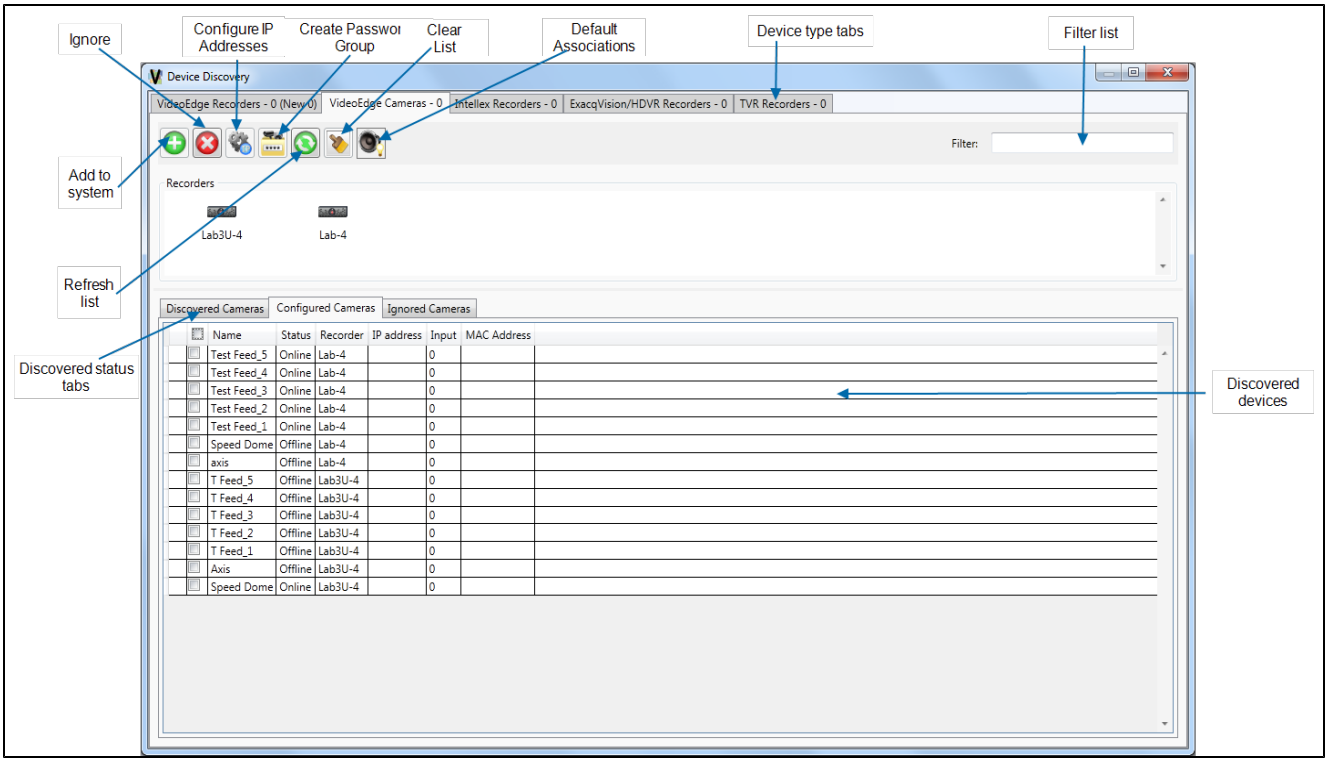
The Device Discovery tool can be used to discover American Dynamics recorders (and associated cameras) on the victor network.

Note:
Various network/security settings may affect this feature's functionality and performance. Should you encounter any problems relating to device discovery on your system, you should attempt to resolve them with your IT department prior to contacting American Dynamics technical support.

System level device discovery settings are configured in **System Values**>**Discovery Preferences**. Here you can set separate preferences for each supported recorder type.

Discovery mode is initiated by selecting **Device Discovery** on the **Setup** tab which displays the **Device Discovery** window.

The **Device Discovery** window comprises two panes; one for discovered recorders (upper) and one for associated discovered cameras (lower).



Add/Ignore devices

You can add discovered devices to victor by dragging and dropping directly from the device discovery window into victor's device list. Alternatively you can use 'batch' actions by selecting checkboxes next to discovered devices and using and to add or ignore devices.

VideoEdge Recorders

victor provides an auto-discovery service which can be used to detect newly added VideoEdge recorders. Newly discovered recorders can be added to victor by dragging and dropping from the client's **discovered list**.

Recorders discovered in the last 24 hours are labeled as **New**

Cameras

The client displays a list of auto-discovered cameras which have not yet been associated with an NVR. Discovered cameras can be dragged from the discovered list directly into their respective NVR in the device list.

Note:
Newly discovered Illustra cameras can be assigned IP addresses directly from the discovered list, individually or as a batch.

Remove Cameras

VideoEdge cameras can be removed from NVRs. Removed cameras are automatically placed back on the discovered list.

Change Camera IP Address (American Dynamics cameras only)

You can change the IP address of American Dynamics cameras from the camera discovered pane using to access the **Camera Address Configuration** dialog.

Use this dialog to define the IP address range to be assigned to selected cameras and to define Network Configuration settings.

Note:
The NVR will attempt to set the IP address on as many cameras as possible and will not stop assigning IP addresses in the event of a failure.In the event of failure, gaps of unassigned IP addresses in the requested start/end IP address range may occur.

Recorders - General

Alarm Persistence

VideoEdge NVR constantly caches alarms from the previous 2 weeks data. This means if an NVR loses connection to the victor Application Server, alarms are resent upon reconnection in Recovery Mode.

Upon Reconnection, notification is sent to victor that Alarm recovery is in progress and also informs whether it has been successful.

Users must run a **Video Alarm** report to access the alarms triggered during the lost connection.

Alarm Persistence can be disabled from the Server Configuration Application.

Procedure 6-6 Disable Alarm Persistence

Step	Action
1	Right Click the Server Configuration Application on the desktop
2	Select **Run as Administrator**. Application opens
3	Select the **Settings** Tab
4	Select **Skip Recovered Events** Checkbox in the Application Settings section

Note:
If the status of the **Skip Recovered Events** is changed while the VideoEdge Driver service is running, it must be stopped and restarted before changes take effect.

- End -

Change Bandwidth Configuration Settings

Current bandwidth and CPU usage is displayed on the status bar.

You can configure bandwidth settings to reflect the capabilities of your network.

Bandwidth is selected from a list of network types which define a maximum bit-rate value to be received from video servers.

The client allocates a bandwidth limit to each individual active stream by intelligently distributing the total bandwidth limit associated with the chosen network type.

The ability to change bandwidth type is based on the role allocated to the active user.

Note:
Bandwidth throttling may degrade video quality.

Procedure 6-7 Change Bandwidth Configuration Settings

Step	Action
1	Select the current Bandwidth Configuration from the Status Bar. Bandwidth settings display as a popup menu.
2	Select the required Bandwidth Setting. Options are:

Bandwidth Configuration	Bandwidth Cap
VPN	* See Below
Local Are Network (LAN)	Capped by Network Capability
High Speed Broadband	10 Mbps
Broadband	5 Mbps
Low Speed Broadband	1 Mbps
Fractional T1	512 Kbps
Narrowband	256 Kbps
Modem	128 Kbps

The selected Bandwidth cap is applied and will display on the taskbar.

Note:

1. When Bandwidth throttling is being applied, the symbol displays on the video stream.
2. When a stream has stopped due to client bandwidth configuration, the symbol displays.

- End -

Virtual Private Network (VPN)

When using a VPN connection, selecting the VPN option informs the NVR that the client machine is on a WAN. This selection makes transcoding resources available if configured and/or free.

Cameras Introduction

After adding recorders, their associated cameras are automatically available to view and configure. Names and descriptions of cameras can be edited and alerts can be assigned to cameras from the client. Other camera attributes can generally be viewed but not edited.

Edit Cameras

Camera Names and Descriptions can be edited, and Alerts and Associations can be assigned.

Procedure 6-8 Edit Cameras

Step	Action
1	Select **Devices** from the **Home** tab. The Device list displays.
2	Navigate to the camera to be edited.
3	Right click on the camera.
4	Select **Edit**. Camera Editor displays.
5	Expand the **General** Section.
	a Edit the name, if required in the **Name** textbox.
	Note: 1. Selecting the **Use same name as recorder** checkbox changes the name of the camera in the client to that used in the recorder 2. Deselecting **Use same name as recorder** checkbox offers the option to use a custom name which is used in the client only (recorder retains the original name)
	b Enter/Change the description, if required in the **Description** textbox.
	c Select the Enabled checkbox to enable or deselect to disable. Default is enabled.
6	Expand the **Associations** section. You can use the Object selector to associate a camera with up to 5 objects.
7	Select **Save**.

- End -

Reset Camera Names

When a camera name is changed within the client, it can be reset back to the original name assigned at the recorder.

Procedure 6-9 Reset Camera Name

Step	Action
1	Select **Devices** from the **Home** Tab. The Device List displays.
2	Navigate to the camera to be reset.
3	Right Click the camera.
4	Select **Reset Name**. Name reverts to original.

Note:
All Camera names can be reset from the Setup Tab by selecting **Reset All Name**(s) under the Cameras Icon

- End -

Introduction

Surveillance allows users to view live video from recording devices. Video can be viewed by dragging cameras from the device list into surveillance panes or by using Call ups to display video from existing Tours and Salvos.

For playback control / navigation of recorded video Playback Controls.

PTZ Control

When viewing a video stream, Pan, Tilt and Zoom (PTZ) control is available using an on screen display (OSD) control.

There are 2 types of PTZ command that the client will determine to use, depending on camera type:

Real PTZ

This can be used on live video streams to control supported dome cameras.

Virtual PTZ

This type is used with fixed cameras for live and recorded video. Virtual PTZ is achieved by capturing a specific area of the camera's view, cropping a smaller area and zooming that to a larger view.

View video from all cameras on a recorder

You can view live video from all cameras connected to a single recorder.

Note:
The maximum number of supported live video feeds is 16 H.264 @ 30 ips

Procedure 7-1 View video from all cameras on a recorder

Step	Action
1	Select **Devices** from the Home tab. The device list displays.
2	Select ▷ next to recorders to expand the selection.
3	Select ▷ next to the recorder's folder to expand the selection.
4	Right click the recorder.
5	Select **View**. A new surveillance tab opens displaying all available video streams.

- End -

Display video from selected cameras

As well as displaying all available video from a recorder, you can select specific cameras to view in the surveillance window.

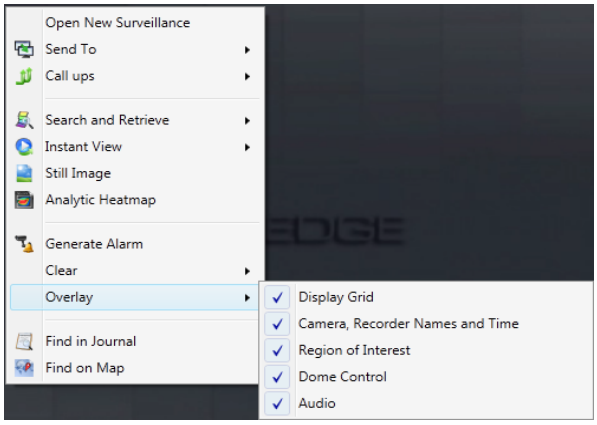
Procedure 7-2 Display video from selected cameras

Step	Action
1	Select **Surveillance** from the **Home** tab.
2	Selected appropriate Video Pane layout using the layout selector icon . Default view is 1X1.
	Note: You can configure which video layouts are available from System Values > Video Layout Preferences
3	Select **Devices** from the **Home** tab. The device list window displays.
4	Select next to recorders to expand the selection.
5	Expand recorders as required. Camera icons display.
6	Drag and drop camera(s) from the device list into the surveillance pane(s).

- End -

Change Surveillance Overlay Settings

Video Overlay settings can be enabled or disabled within the video window.



Video overlays can be displayed or hidden as required:

- Display Grid
- Camera, Recorder, Names and Time
- Dome Control
- Region of Interest
- Audio

Note:
Changes to overlay options affects the whole window in which the changes are made. Overlay options cannot be set for individual panes.

Procedure 7-3 Change Surveillance Overlay Settings

Step	Action
1	Select **Surveillance** from the Home Tab. The surveillance window displays.
2	Right Click in the surveillance window.
3	Select **Overlay**.
4	Select or Deselect options overlay as required.

Note:
Dome Control overlay must be enabled to allow camera control from within specific panes.

- End -

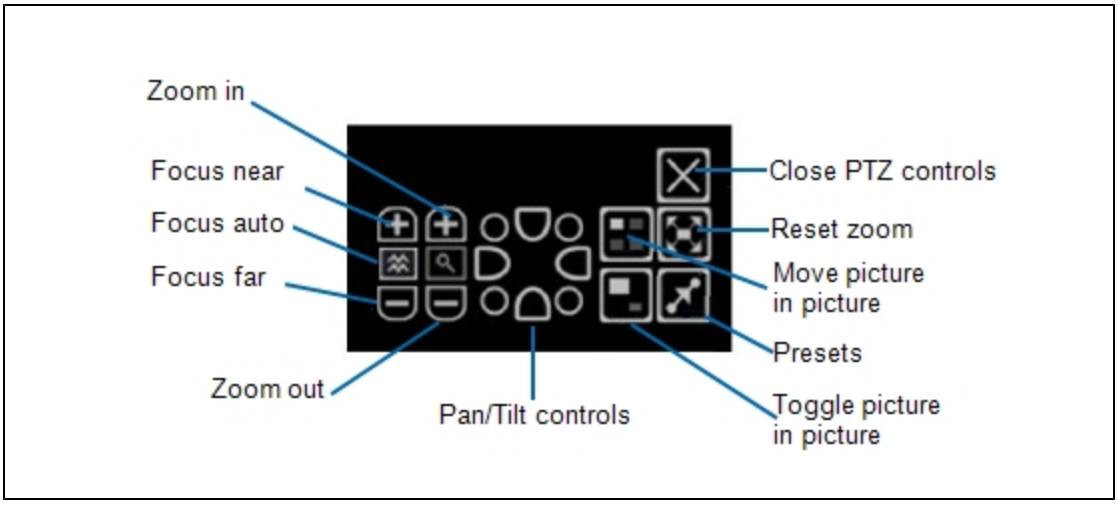
Using Virtual Controls (PTZ)

You can use Virtual controls to crop and magnify the view of fixed cameras (virtual Zoom). Virtual controls also allows users to move and set Picture in Picture views and to set virtual presets.

Note:
Virtual Control overlay must be enabled to allow camera control from within specific panes.

Procedure 7-4 Using Virtual Controls

Step	Action
1	Select **Surveillance** from the **Home** Tab.
2	Select the Camera Control symbol within the video pane of the fixed camera you want to control. Virtual PTZ controls display.



3	Use the controls by selecting the areas of the controls as required. When in use, a picture in picture view is displayed in the main video pane. Use the **Move Picture in Picture** icon to reposition the view.

Note:
Picture in Picture behavior can be configured in System Values > Surveillance Preferences

4	Select **Close** to close the controls.

- End -

Virtual Controls (Presets)

You can set virtual presets on a fixed camera. This allows you to view multiple areas of interest quickly without the need to manually control the camera's PTZ.

Note:
The maximum number of presets that can be configured is 255

Procedure 7-5 Virtual Presets (Presets)

Step	Action
1	Select the Camera Control symbol within the video pane.
2	Use Virtual PTZ to display the view to be added as a preset.
3	Select Preset . Preset controls display.
4	Select next sequential preset number from the dropdown.
5	Select to add preset.
6	Select to exit back to PTZ controls.
7	Repeat as required for further presets.

Note:
To view presets, select the preset number and click **Go to Preset**.

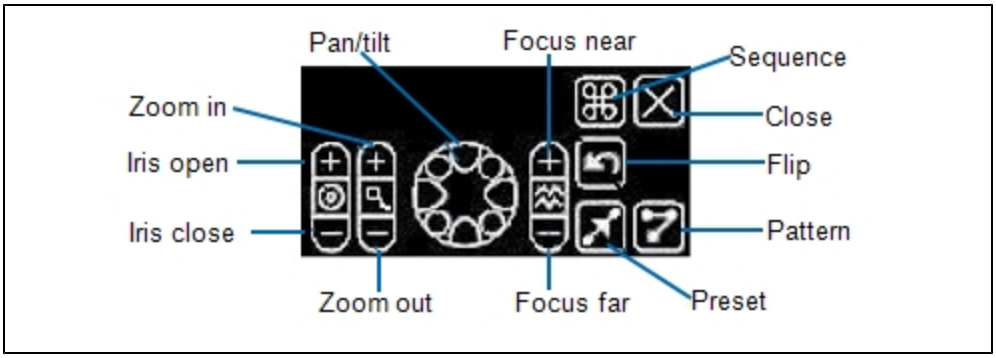
- End -

Dome Camera Controls

Where available, you can use real Pan Tilt and Zoom controls from within the client surveillance windows.

Procedure 7-6 Dome Camera Controls

Step	Action
1	Select **Surveillance** form the **Home** tab. The surveillance window displays.
2	Select within the video pane of the dome camera to be controlled. Dome Controls display.



3	Use the controls by selecting the areas of the controls as required.

Note:
Depending upon the type of dome and recorder being used, the available controls may vary. For example, the sequence function is not available when using Intellex.

- End -

Mouse Control

Depending on the current surveillance mode, the mouse can be used to navigate video streams and Pan, Tilt and Zoom cameras:

- In playback mode you can instantly toggle between X1 forward and X1 reverse by scrolling up or down
- In Live and Playback modes, you can use the scroll wheel to Zoom by clicking and scrolling the wheel
- In Live and Playback modes, you can use the mouse for Pan and Tilt operation by locating the cursor centrally and clicking and dragging when the symbol displays
- In Paused mode, the mouse can be used to step forward and back frame by frame
- In Live and Playback modes, holding down the mouse wheel while scrolling zooms the camera view in or out (Both in vPTZ or Real Dome control)

Clear Video

You can clear video from surveillance windows and panes.

Procedure 7-7 Clear Video

Step	Action
1	Right Click on the Surveillance Pane
2	Select Clear. Then select from: a **Clear Video** - To clear video from that pane only b **Clear All Videos** - To Clear video from all panes within the window c Clear all Pane Selections - To clear all selected panes d Clear Region of Interest

- End -

Change Video Layout

Video Layouts can be changed to accommodate different video pane configurations. The video layouts available from the surveillance window can be controlled from System Values.

Procedure 7-8 Change Video Layout

Step	Action
1	Select **Surveillance** from the Home tab. Surveillance window displays.
2	Select . A list of available layouts displays. The Layouts are split into sections: • Standard • Widescreen • Portrait
3	Select Layout as required. Video window switches to the selected configuration. **Note:** When changing layouts, the three most recently used layouts are displayed in a recently used list next to the pulldown list for convenient retrieval.

- End -

Still Image Capture

You can capture all or part of a paused video stream as a still image in .bmp or .jpg format. After capture, various options are available including Save, Email, Print or Copy to clipboard. You can also launch a third party application for image editing.

Still Image capture is available from any surveillance mode, the method for capture is identical in all modes.

Procedure 7-9 Still Image Capture

Step	Action
1	Right Click the surveillance pane.
2	Select **Still Image**. A new floating window displays with the following options available: • Select to browse to a storage location and Save the still image • Select to Email the still image (Requires Email to be configured in System Values) • Select to open the image in a third party application (Requires third party application to be configured in System values) • Select to copy the image to clipboard • Select to print still image (Requires Windows Printer to be configured)

- End -

Fisheye Cameras

Fisheye cameras use very wide angle lenses to capture hemispherical images - 180° panoramic view (wall mount) or 360° surround view (ceiling/floor/wall mount) without blind spots.

victor allows hemispherical images captured from fisheye cameras to be converted into conventional rectilinear or panoramic projections for viewing and analysis. This process is known as De-Warping.

De-Warping

The option to De-warp is available via the context menu of supported fisheye camera views. This can be done in Playback and Live modes as well as from within victor Player. It is also available in Video Search Results player and Investigator windows.

It is worth noting that sending an image to another display or InstantView etc. will open the Fisheye camera in whichever view is set by default in Setup -System Values- Video Preferences.

Note:
Exported video can be de-warped within victor player but if exported footage is played back in alternative players, there is no option to de-warp the video.

De-Warping preferences are available in System Values. Here you can configure the default de-warp mode from the following:

Warped View	**Default** View from a fisheye camera displaying a hemispherical image with barrel distortion.
Rectilinear View	**De-Warped** view of a fisheye stream. This view is designed to display a section of the fisheye view with minimal barrel distortion.
Panoramic View	**De-Warped** view of a fisheye stream. This view is designed to display the full fisheye view in a single elongated pane.

VideoEdge NVR 4.4+ also offers the option of selecting a default camera mounting for fisheye cameras.

Procedure 7-10 Warp/De-Warp images

Step	Action
1	Right Click a video stream from a fisheye camera.
2	Select **De-Warp Options** De-warping options display.
3	Select from: • Warped - Maintains Fisheye view • Rectilinear • Panoramic

Note:
It is important to select the appropriate mounting option. Each option uses a different algorithm, designed to give optimal de-warped views depending on camera orientation.

- End -

Fisheye Camera Controls (Warped)

Fisheye camera views have various click and drag OSD controls you can use to manipulate camera views.

Note:
Virtual presets created on a Fisheye camera will also store the warped or de-warped view which was being viewed at the time of creation

Warped View Mouse Control

In warped views, pressing **Shift** displays a target box on screen. This box can be moved by dragging the mouse around the warped view. Clicking the mouse on a particular area displays a new rectilinear (de-warped) view of that area.

Rectilinear View Mouse Control

In Rectilinear views, hovering the mouse in the centre of the view displays a ✥ symbol. You can Click and Drag the symbol in any direction to effectively enable Pan and Tilt control. (PTZ control must be open)

Panoramic View Mouse Control

In Panoramic views, similar to Rectilinear, you can use ✥ to Pan and Tilt the camera view. (Zoom mode only)

InstantView

InstantView enables users to view video in instant playback (paused) mode alongside the live view.

You can launch instant playback from any surveillance view from the video context menu or by selecting the InstantView Icon.

Procedure 7-11 Launch InstantView

Step	Action
1	From Live video mode, select a video pane. Selected pane highlights dashed yellow.
2	Select . Dropdown menu displays.
3	Select from: • Side By Side - to open the new paused view beside the live view • Send To - to send the paused view to a separate display

- End -

Audio Devices

General

Audio devices are exposed in victor client only via VideoEdge 4.4+ NVRs where all audio object settings are configured. Refer to VideoEdge User Manual for more details.

Within victor, audio devices generally mirror the behavior of cameras; they are standard victor hardware objects which are displayed as child objects of NVRs and can be interacted with via the device list.

Audio device editor

As with cameras, victor's Audio device editor allows you to add alerts and associations, assign descriptions and rename devices. Associating devices within victor client pushes the changes back to the NVR only if the new association is with an object within that NVR.

Search and Retrieve

You can drag audio devices into the Search and Retrieve object selection alongside cameras to return audio and video streams which are not necessarily associated outside of the wizard.

You can also perform Search and Retrieve on audio devices only, this return audio only streams for the parameters selected.

Audio Associations

General

Audio associations are limited to one per device. each association made in victor client is automatically replicated on the NVR, likewise each association made on NVR is mirrored within victor (when the audio device and camera are connected to the same recorder).

If multiple audio associations are attempted, only the first selected will be added, the other selections are ignored.

Clip Export and Retrieval

There are some considerations which should be noted concerning clip export and audio associations:

Clips with default audio

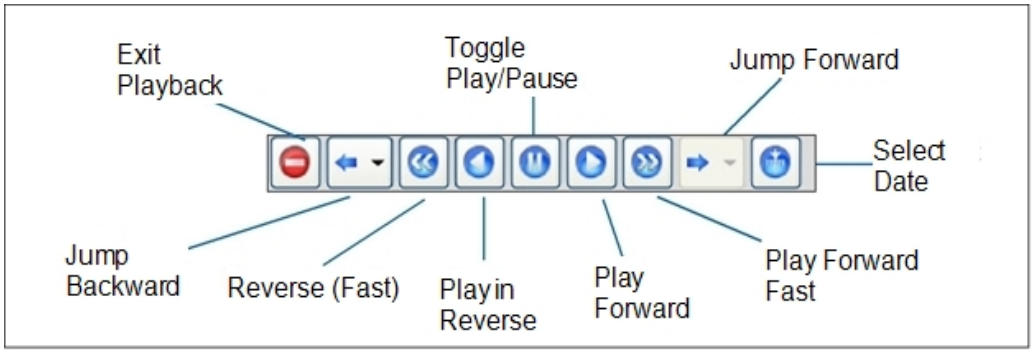
Clip and audio are exported together and playback as separate streams within a single clip

Clips with default audio and audio associations

Clip and default audio are exported as a single clip, the associated audio is exported as a separate clip

Introduction

victor's video Playback Controls provide all the standard VCR operations as well as Jump forward, and Back by intervals and Date Selection options..



Note:
1. Audio is disabled when in Playback mode unless the video stream is running at X1 forward. Only one source can be running at a time. For example, enabling audio on camera 2 will disable it on camera 1.
2. Live and streaming audio is unavailable on Intellex playback, it is only available on downloaded clips.
3. To enable audio when playing back retrieved video, select on the surveillance pane.
4. During playback, if there are gaps in the recorded video stream, Intellex will skip to the next available video. VideoEdge NVR will return blank frames at the requested framerate across the gap in recording.
5. Instant Playback and Audio is not supported on HDVR units.

Instant Playback

When in Live mode, you can switch to Instant Playback mode, enabling user control of recorded video streams.

Procedure 8-1 Switch between Live Video and Instant Playback

Step	Action
1	From Live video mode, select a video pane. (Select multiple panes by clicking on more than one) The Playback controls become active. **Note:** When a surveillance pane is selected, a border displays around the pane: **Yellow Dashed** - Instant Playback is available **Yellow Solid** - Video stream is in instant playback mode **Blue Flashing** - Instant Playback is not available on the selected stream
2	Select the required function from playback controls. The selected pane(s) enter playback mode.

3	Navigate video stream(s) as required.
4	Select **Exit Instant Playback** to exit to revert to Live Video.

- End -

Mouse Control

Depending on the current surveillance mode, the mouse can be used to navigate video streams and Pan, Tilt and Zoom cameras:

- In playback mode you can instantly toggle between X1 forward and X1 reverse by scrolling up or down
- In Live and Playback modes, you can use the scroll wheel to Zoom by clicking and scrolling the wheel
- In Live and Playback modes, you can use the mouse for Pan and Tilt operation by locating the cursor centrally and clicking and dragging when the symbol displays
- In Paused mode, the mouse can be used to step forward and back frame by frame

Clear all pane selections

When multiple panes are selected, you can quickly deselect them all with one action.

Procedure 8-2 Clear all pane selections

Step	Action
1	Right click a selected video pane. Context menu displays.
2	Select **Clear all pane selections**. Borders are removed indicating they are no longer selected.

- End -

Introduction

'Call up' is the collective name for Tours, Salvos and Saved Views.

Tours

A tour is a collection of different camera views, displayed in predefined sequences for specified durations.

Salvos

A Salvo is a display of multiple, simultaneous video streams which provides an effective way to monitor multiple areas of interest.

Saved Views

A Saved View is a standard Salvo which is associated with a specific video layout E.G Guard layout.

Create Tours

You can define criteria for a new tour and add it to the system.

Procedure 9-1
Create Tours

Step	Action
1	Select **Tours** from the Build tab.
2	Select **New** from the dropdown menu.
3	Enter a Name for the tour in the **Name** textbox.
4	Enter a description for the tour in the **Description** textbox.
5	The Enabled checkbox is selected by default, to deactivate the tour, deselect the checkbox.
6	If required change the **Default dwell** time in the **Defaults** section. This is the dwell time used for each camera added.
	Note: Dwell times may be changed for individual cameras within a tour by changing the dwell time in the **Tour** section.
7	Select the tab in which the cameras to be added are located.
8	Select the camera to be added.
9	Drag the camera to be added into the right hand pane.

10 Repeat steps 8-9 as required.

11 Modify dwell times as required for individual cameras by double clicking the dwell value and changing it.

Note:
Presets and Patterns are only available to add if they are already configured on the Recorder. They cannot be configured via the client. If available, they can be added by selecting them from the Pattern or Preset textboxes and selecting from the dropdown list.

12 If required, use to remove items from the camera list.

13 If required, use and to change the step position of cameras.

14 Select **Save**.

- End -

Edit Tours

You can edit the properties of existing tours.

Procedure 9-2
Edit Tours

Step	Action
1	Select **Tours** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right Click the Tour to be edited.
4	Select **Edit**. Tour editor displays.
5	Edit Name and Description in the **General** section.
6	The Enabled checkbox is selected by default, to deactivate the tour, deselect the checkbox.
7	If required change the **Default dwell** time in the **Defaults** section. This is the dwell time used for each camera added.
8	Within the Tour section, use to remove cameras, and use and to change the step position of cameras.
9	Edit existing camera's attributes by changing Preset, Pattern or dwell settings for each camera.
10	Add more cameras by dragging them from the Sites or Recorders list as required.
11	Select **Save.**.

- End -

Create Salvos/Saved Views

Tours, Cameras and Recorders can all be added to Salvos. Presets and Patterns may be assigned to cameras if they have already been defined on the recorder.

Procedure 9-3
Create Salvo/Saved View

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a Name in the **Name** textbox.
4	Enter a description in the **Description** textbox.
5	The Enabled checkbox is selected by default, to deactivate the tour, deselect the checkbox.
6	Select a Layout from the **Layout** dropdown if the Salvo is to be a Saved View.
	Note: 1. The selected layout must contain enough video panes to accommodate the number of video streams you intend to add to the Salvo. 2. Saved view can also be created directly from current surveillance views by selecting Save as Saved View .
7	Navigate to the required objects to be added to the salvo.
8	Select and drag Recorders/Cameras/Tours into the right hand pane.
9	If required, use to remove items from the camera list.
10	If required, use and to change the step position of cameras.
	Note: Presets and Patterns are only available to add if they are already configured on the Recorder. They cannot be configured via the client. If available, they can be added by selecting them from the Pattern or Preset textboxes and selecting from the dropdown list.
11	Change the default Pane number by selecting the **Pane** dropdown for each Camera/Tour.

- End -

Edit Salvos/Saved Views

You can make various changes to salvos and Saved Views. They can be edited to change attributes including Name, Description, Dwell Times, Add/Remove objects and Layouts (Saved Views only)

Procedure 9-4
Edit Salvos/Saved Views

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **Show All** from the dropdown menu.
3	Right click the Salvo/Saved view to be edited.
4	Select Edit. The Salvos editor displays.
5	Edit the Name and Description in the **General** Section.
	Note: The Enabled checkbox is selected by default, to deactivate the tour, deselect the checkbox.
6	Edit Cameras and Layouts as required in the Salvo section.
7	Select **Save.**

- End -

Launch Call ups

Tours, Salvos and Saved views can be launched from any surveillance window.

Procedure 9-5
Launch Call ups

Step	Action
1	Right click on any surveillance window.
2	Select **Salvo**/**Saved View** or **Tour** as required.
3	Select the required Call up. Call up displays.

- End -

Introduction

The Search and Retrieve feature allows users to search a recorder's stored video or metadata using time or motion criteria to filter results. Search results can be reviewed, vaulted, saved as clips, stored on the client workstation or exported to remote storage.

Caution

Ensure time is synchronized between client machines and network recorders. Recorders which are out of time synchronization with client machines cause incorrect video retrieval.

Supported Search Types

All searches are performed using the Video Search and Retrieval Wizard. The wizard comprises of a maximum of 3 screens, through which the user defines search criteria.

Four main search types are supported:

Basic Search

Basic search covers the following options in the **Type of Search** dropdown menu:

- **Date and Time -** Searches specific time ranges using only time related parameters.
- **Thumbnail Search** - A date and time search which displays results as thumbnail images.

All basic searches allow searching by date and time and enable the user to define the search period (Start and End Date/Time) and streams to retrieve (Video or Video and Audio).

Thumbnail Search

Thumbnail Searches display results in the form of 16 images representative of the selected time range.

Selecting '+' on a single image opens a new set of thumbnails at an increased granularity with the time range determined by the timestamp of the thumbnails adjacent to the original '+' selected.

Thumbnail search is supported on VideoEdge NVR 4.4+, Intellex and HDVR recorders only.

Motion Detection Search

Motion detection search allows users to search for motion in a specific cameras field of view. This allows the user to skip directly to areas that may be of interest, rather than having to search through hours of video in order to search for a particular event.

Note:
1. Motion detection based searches and motion based alarms are handled differently within the client. Motion detection based searches are independent of motion alarm regions set up on a recorder.
2. Motion detection based searches performed on VideoEdge NVR's do not search actual video footage, but rather metadata generated by the NVR. Search results are therefore dependent on the sensitivity level settings when the video was processed. If no motion metadata is generated for a particular time period, no results will be returned when searching on that time period.
3. Motion detection searches performed on the client from Intellex units search actual video footage so results depend on sensitivity settings set in the client.
4. Motion detection searches are not available on HDVR or ADTVR units.

Video Intelligence Search

Video Intelligence Search is supported on VideoEdge NVR 4.2+ recorders. This gives users the ability to detect, track and analyze moving objects using a variety of criteria. The Video Intelligence engine is licensable on a per-channel basis. Supported Video Intelligence searches are:

- Object Detection
- Direction
- Linger
- Enter
- Exit
- Abandoned/Removed
- Dwell (4.5+)

Text Stream Search

victor text stream search provides a means of searching text from configured NVRs devices (V4.5+).

Two types of text stream searches are supported:

- **Date and Time**: Used to return all text values within a defined time period.
- **Advanced**: Used to search for specific text values within defined parameters and filters set on the VideoEdge NVR and victor.

Perform Searches

Perform a Basic Search

You can use the Search and Retrieve Wizard to specify parameters in order to perform a Basic Search. Basic Searches only consider Time and Date parameters.

Procedure 10-1 Perform a Basic Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select the search type required from the **Type of Search** drop down menu. Available options are: • Date and Time • Thumbnail Search • Motion Detection **Note:** On VideoEdge NVR 4.2+ recorders, available options will vary if Video Intelligence is enabled on the camera selected. Refer to Perform a Video Intelligence Search (Analytics).
4	If required, select the **Download Audio** button to download associated audio stream(s).
5	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane. **Note:** If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
6	Specify Date and Time parameters in the Date and Time Pane. **Note:** Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.
7	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
8	Search and Retrieval Wizard closes and the **Date and Time Based Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform a Thumbnail Search

You can use the Search and Retrieval Wizard to search video footage and display results in Thumbnail view. Thumbnail search results are represented graphically as a series of snapshots representing the duration of the search period.

Note:
Thumbnail Search is available for VideoEdge NVR 4.4+, Intellex and ADHDVR recorders only.

Procedure 10-2 Perform a Thumbnail Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select **Thumbnail Search** from the **Type of Search** drop down menu.
4	Drag and drop a camera from the Device, Site or Vault list onto the Camera Selector Pane. **Note:** If selecting a camera from the Vault List, Date and Time parameters are automatically populated.
5	Specify Date and Time parameters in the Date and Time Pane. **Note:** Specific Time Filter options cannot be used with Thumbnail Search.
6	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.
7	Search and Retrieval Wizard closes and **Video Thumbnail Search** window opens displaying search result as 16 thumbnails Selecting a thumbnail image will zoom in the time period to create 16 new thumbnail images using the thumbnails adjacent to the (+) thumbnail as the time range for the next 16 images. Selecting a thumbnail will zoom out to the previous 16 thumbnails. Double clicking a thumbnail will open that section of video in Investigator Mode. Toolbar buttons, as outlined below, can also be used to manipulate thumbnail search results:

	Save image - select a thumbnail then select this button to save the image
	Email image - select a thumbnail then select this button to email the image
	Open in third party application - Select a thumbnail then select this button to open the image in a third party application. A third party application must be configured in **System Values**
	Copy to Clipboard - Select a thumbnail then select this button to copy the image to your clipboard

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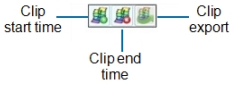
	Print - Select a thumbnail then select this button to print
	Investigator mode - select a thumbnail then select this button to open associated video in investigator mode
	**Clip creation tools** - select a thumbnail to be the start time of a clip, then select **Clip Start Time**. Select a thumbnail to be the end time of a clip, then select **Clip End Time**. Select **Clip Export** to export or vault the clip
	Open Search and Retrieval Wizard - Select to reopen Video Search and Retrieval Wizard

- End -

Perform a Motion Detection Search

You can use the Search and Retrieval Wizard to search video footage using a motion filter to look for movement in specific areas within a camera view. Specific areas may also be searched by exception.

Note:
When searching on VideoEdge NVR 4.2+ recorders, motion detection search is only enabled when Motion Detection is enabled in the camera setup. For cameras with Video Intelligence enabled, refer to Perform a Video Intelligence Search (Analytics).

Procedure 10-3 Perform a Motion Detection Search

Step	Action/
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Drag and drop a camera from the Device, Site or Vault list onto the Camera Selector Pane.
4	Select **Motion Detection** from the **Type of Search** drop down menu.
5	Specify Date and Time parameters in the **Date and Time** pane.
	Note: Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable
6	Select **Next**. The Search Parameters screen displays.
	Note: The video stream reverts to the start time selected for the search. To view live video, select .
7	Select the required **Draw Style** and draw a Region of Interest (ROI):

- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI.
  Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear** to restart drawing and **Erase** to correct errors.

Note:
1. By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert **Selection**.
2. The full camera view can be selected as the Active Region by selecting **Select All.**
3. **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder. victor uses information from the NVR rule to apply search criteria to the victor client search. Search parameters are populated from the rule but can be edited if required. Refer to Alarm Rules for more information on alarm rules.

8 Adjust Parameters as required to suit your search type. Available Parameters are dependent on recorder and camera type.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform a Video Intelligence Search (Analytics)

VideoEdge NVR recorders support Search Analytics. This gives users the ability to detect, track and analyze moving objects using a variety of criteria. Refer to the table below for further information on the various types of Video Intelligence searches and which versions of VideoEdge NVR support them.

In order to perform Video Intelligence searches,the feature must be enabled on the recorder and in some cases, on the specific camera required. Refer to the VideoEdge NVR User Manual for further information.

Advanced Search Type	Description	Search Parameter(s)	VideoEdge Version Supported
Object Detection	Find objects that move into a region of interest. This is similar to a normal motion detection search except that it only finds objects the first time they enter the region. If the objects leave the camera view and return, the search will find them again. Draw a region that covers the area to be searched for objects. Use a higher overlap setting to find objects that are mostly within the region, use a lower setting to find objects that just brush the edge of the region.	**Overlap** (Sensitivity Level) - A lower value will return more results.	4.2+
Direction	Find objects moving in a certain direction through a region of interest. Set the general direction of motion to search for, and the maximum amount of time the object can take to traverse most of the region (this excludes objects which move too slowly). Draw a thin region in the direction of motion required. Use a lower overlap setting to find objects moving in the general direction but not necessarily in the region.	**Overlap** (Sensitivity level) - A lower value will return more results. **Traversal Time** - Maximum time an object can take to traverse the region. **Direction of Motion -** The direction, North, South, East or West which the object is moving.	4.2+
Linger	Detect objects lingering in a region of	**Overlap** (Sensitivity level) - A lower value will return more results	4.2+

Advanced Search Type	Description	Search Parameter(s)	VideoEdge Version Supported
	interest. An object is lingering if it remains in the ROI. Set the minimum amount of time an object must linger before being included in the results. Draw a region in the area where you want to detect objects lingering. Use a higher Overlap setting to avoid detecting objects lingering nearby.	**Linger Time** - Minimum amount of time an object lingers before being included in results.	
Enter	Find objects entering a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that can be seen through the doorway or threshold but do not pass through it.	**Overlap** (Sensitivity level) - Use a higher overlap setting for best results.	4.2+
Exit	Find objects exiting a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that walk up to the doorway but do not pass through it.	**Overlap** (Sensitivity level) - Use a higher setting to avoid finding nearby changes or changes which are not completely within the region	4.2+
Abandoned/Removed	Use this search to find when a stationary object was placed,	**Overlap** (Sensitivity level) - Use a higher overlap to avoid finding nearby changes or	4.2+

Advanced Search Type	Description	Search Parameter(s)	VideoEdge Version Supported
	moved or removed. The amount changed lets you search for larger or smaller changes in the region. The within setting specifies over what time period changes can occur (0 seconds = instantaneous change). Draw a region that contains all of the area that you wish to search for changes, and use a higher overlap setting to avoid finding nearby changes or changes that are not completely in the region.	changes that are not completely in the region **Amount Changed** - Adjust to look for a larger or smaller change in the region. **Within** - Timeframe within which the change occurs.	
Face Detection	Use this search to find when a face is present in video. Draw a region that contains all of the area that you wish to search for faces and use higher overlap settings to avoid finding faces nearby.	**Overlap** (Sensitivity level) - Use a higher overlap to avoid finding nearby faces or faces that are not completely in the region	4.4+
Dwell	Detect objects dwelling in a region of interest. An object is dwelling if it is mostly stationary. Set the minimum amount of time an object must dwell before being included in the results. Draw a region in the area where you want to detect objects dwelling. Use a higher Overlap setting to avoid detecting objects dwelling nearby.	**Overlap** (Sensitivity level) - A lower value will return more results **Dwell Time** - Minimum amount of time an object lingers before being included in results.	4.5+

Procedure 10-4 Perform a Video Intelligence Search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select required Video Intelligence search type from the **Type of Search** drop down menu.

4 Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane.

Note:
If selecting cameras from the Vault List, Date and Time parameters are automatically populated.

5 Specify Date and Time parameters in the **Date and Time** Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

6 Select **Next**. The Search Parameters screen displays.

Note:
The video stream reverts to the start time selected for the search. To view live video, select .

7 Select the required **Draw Style** and draw a Region of Interest (ROI):

- **Polygon**: Draw a polygon by clicking once on the image and dragging the cursor to form a line. Complete a line by clicking again. Repeat to form the ROI.
  Double click when the shape is complete to finalize the search area. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Rectangle**: Highlight the ROI by clicking and dragging the cursor over the camera view to form a rectangle. Use **Clear** to restart drawing and **Erase** to correct errors.
- **Free Draw**: Draw the ROI freehand on the camera view. Use **Clear** to restart drawing and **Erase** to correct errors.

Note:
1. By default the ROI drawn is the **Active Region**, this can be inverted by selecting Invert Selection.
2. The full camera view can be selected as the Active Region by selecting **Select All**.
3. **Load Alarm Rule** allows you to load a previously configured rule from a VideoEdge NVR 4.2+ recorder (Not available on Face detection and edge analytics searches). victor uses information from the NVR rule to apply search criteria to the victor client search. Search parameters are populated from the rule but can be edited if required. Refer to Alarm Rules for more information on alarm rules.

8 Adjust Parameters as required to suit your search type. Available Parameters are dependent on Video Intelligence search type selected.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Perform a Text stream search

Text stream searches allow you to return results from all text streams within a defined time period for up to four devices. Searches can be fine tuned using custom rules to filter unwanted results.

Text stream searches can be performed using the search and retrieve wizard.

Text stream rules

Text Stream Rules allow you to fine tune a Text Stream search. User defined rules may be used to filter search results and you can add multiple rules or use no rules for searches.

Rules which have been defined on VideoEdge recorders can be selected via victor's search and retrieve wizard to enable the rules to be applied in victor searches, alternatively you can define and apply text stream rules in victor client as part of the victor search process.

Rule Groups are used to define a set of rules such that all would have to be true to trigger an alarm. Rules are either '**OR**' or '**AND**'. So when you perform a text stream search, you can identify 'AND' or 'OR'. If you selected 'AND', this implies 'RuleGroup', such that all rules would need to be satisfied for the search result to return true.

Text stream rules can also be used to configure alarms. For example, if you always wanted to know when cash sales were over $50 or when there was a void, you could define a rule as such.

Procedure 10-5 Perform a text stream search

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieve Wizard launches.
3	Drag a text stream device from the device list into the device selector pane.
4	Specify Date and Time parameters in the **Date and Time** Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

5	Select **Next**. Text stream rules window displays
6	Select rule checkboxes to apply existing VideoEdge rules to the search (if applicable). Use **And/Or** operators as required to filter your results.

To define custom rules:

a	Select . **Rule edit** dialog displays
b	Enter a name for the rule in the **Rule Name** textbox
c	Enter a value for the text match in the **Text Match** textbox. This is the primary value associated with the rule which is used by the search wizard.
d	Enter the **Search Direction** associated with the rule (Forward or reverse)
e	Enter **Jump n Results** value (numbers of characters ahead of the search term to include in results)
f	Enter **Criteria** (operator for the rule)
g	Select **Preview** (optional) to test the rule and gain a preview of the results

7	Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

8 Search and Retrieval Wizard closes and the **Text stream based Search Results** tab opens displaying search results. Double click on a search result to view associated video and text stream.

- End -

Analytic Heat Maps

A camera heatmap based on analytics data provides a visual representation of analytic activity over time. A still image of the camera is overlaid with translucent colored pixels that indicate how much activity each pixel 'saw' in a given time frame.

Note:
Motion Detection or Video Analytics must be configured for the camera on the VideoEdge recorder for at least the duration of the time range you are mapping.

Procedure 10-6 Generate Analytic Heat Map

Step	Action
1	Right Click the required video stream in surveillance mode.
2	Select **Analytic Heat Map**.
3	Select the time range in which to search using the date and time pickers.
	Note: The start and end times relate to the total time range searched (not a daily interval)
4	Select **Generate Heat map**. A still image is displayed, overlaid with translucent colored pixels. A Key is displayed to the right of the image indicating the colors used. Colors range from Dark Blue (least activity) to Red (most activity)

Standard surveillance tools are available for the heatmap image including Save As, Email, Open in third party application and Print.

- End -

Alarm Rules

Alarm Rules allow users to load previously configured searches into victor Search and Retrieval Wizard. When loaded, Alarm Rules will automatically populate the Region of Interest along with additional Search Parameters. This feature enables users to store commonly used searches in order to speed up repeated searching.

Alarm Rules are only supported on VideoEdge 4.2+ recorders.

Save Search as Alarm Rule

As well as using alarm rules defined within the NVR, you can also create new alarm rules using criteria defined in specific victor searches. These alarm rules display in the **Load from Alert Rules** list in the Search and Retrieval wizard when the camera they have been saved against is selected.

Procedure 10-7 Save Search as Alarm Rule

Step	Action
1	Perform a Motion Detection or Video Intelligence search.
2	Select . Save Search as Alert dialog displays.
3	Enter a name for the saved search in the **Alert Name** textbox.
4	Select **OK**. The search is saved as an alarm rule and will be available for selection on Motion Detection or Video Intelligence searches.

- End -

Load Alarm Rule

Load Alarm Rule allows you to load a previously configured alarm rule from a VideoEdge NVR 4.2+ recorder. victor uses information from the NVR rule to apply search criteria to the victor client search. Search parameters are populated from the rule but can be edited if required.

Note:
Load Alarm Rule feature is not available on Face Detection or Edge Analytic searches

Procedure 10-8 Load Alarm Rule

Step	Action
1	Select **Search and Retrieve** from the **Home** tab.
2	Select **Execute Search Wizard**. The Search and Retrieval Wizard launches.
3	Select **Motion Detection** or required Video Intelligence search type from the **Type of Search** drop down menu.
4	Drag and drop camera(s) from the Device, Site or Vault list onto the Camera Selector Pane. **Note:** If selecting cameras from the Vault List, Date and Time parameters are automatically populated.
5	Specify Date and Time parameters in the Date and Time Pane.

Note:
Selecting **Specific Range** also allows selection of **Time Filter** options. Time Filter options can be used to specify a sub-set of time to search. For example, only search between 9am and 5pm. Select the **Time Filter** checkbox to enable.

6 Select **Next**. The Search Parameters screen displays.

7 Select required Alarm Rule from the **Load from Alert Rules** list.

8 Search parameters are populated with Alarm Rule parameters. If required, edit search parameters.

9 Select **Next**. The **Confirmation** screen displays. Confirm your search criteria are correct. Select **Previous** to return to the previous screen to make changes. Select **Finish** to execute the search.

10 Search and Retrieval Wizard closes and the **Advanced Search Results** tab opens displaying search results. Double click on a search result to view associated video.

- End -

Investigator Mode

Launching Investigator Mode opens a new Guard window with the selected, main video stream in paused mode occupying the upper left pane.

This mode allows you to drag in up to 5 other streams, each will automatically pause at the same time as the selected stream, enabling a time synchronized view of all cameras.

Note:
Investigator mode can be launched from any surveillance view and is also available from the Search Results window.

Procedure 10-9 Launch Investigator Mode

Step	Action
1	Select the main video stream from which to launch Investigator mode. Yellow border displays around pane indicating instant playback is available.
2	Select . Investigator mode launches in a new window.
3	Drag in other cameras as required. These video streams are paused at the same point as the main video stream.
4	Select Playback controls as required to navigate the video streams simultaneously.

- End -

Export Search Results

You can export search results as a grid in Microsoft Excel (.xlsx) or .xps formats.

Procedure 10-10 Export Search Results

Step	Action
1	Perform a search using the **Search and Retrieve Wizard**. Results display in the Search Results window.
2	To export the search results: • In Excel format select . • In .xps format select
3	Navigate to the **Save in** folder as required.
4	Select **Save.**

- End -

Quick Search and Retrieve

Quick Search and Retrieve can be used to retrieve recent footage from a single camera. Quick Search and Retrieve can jump backwards 30 seconds, 1, 5, 10, 30 or 60 minutes. To perform a search with more defined time parameters, refer to Perform a Basic Search.

Procedure 10-11 Quick Search and Retrieve

Step	Action
1	Navigate to the camera on the device list and right click. or Right click the surveillance pane for that camera.
2	Select **Search and Retrieve**. Available time intervals display.
3	Select required time interval. Search results window displays.
4	Search result displays when download is complete.

- End -

Jump to Next/Previous Alerts or Results

The Jump to Next/Previous results buttons allow for navigating alerts and video search results.

This feature is available for alerts when in instant playback mode, the required alert types are enabled and alerts are available. It is available for search results whenever there are multiple results available.

Search results and Alert types are selectable via the combo box .

Search results are only enabled when results of a previous advanced search are available.

If viewing multiple video streams and alarms are triggered on more than one camera, Jump To actions mirror the order of alarms in the journal.

Procedure 10-12 Jump to Next/Previous Alerts or Results

Step	Action
1	If viewing Alerts, Use to select the Alert type.
2	Select to Jump to the Next Result/Alert.
3	Select to Jump to the Previous Result/Alert.

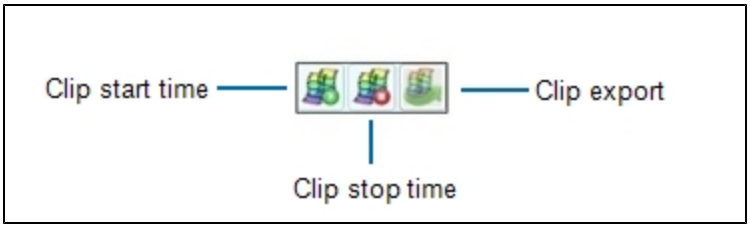
- End -

Introduction

Clips are segments of video and audio that are stored remotely from their original recorder.

Clip Creation/Saving

Clip creation tools can be used to define start and end times for video clips from any surveillance window. After creation, you can then choose to Export (locally or remotely), Save, Archive or Vault the video clip.



Procedure 11-1 Create/Save clips

Step	Action
1	Select the video pane from which to create the clip.
2	Navigate to the start time from which to create the clip.
3	Select . Clip Start time is set.
4	Select when the video stream reaches the end time of the clip to be created.
5	Select . **Direct Clip Action** dialog displays showing camera options summary. From the **Direct Clip Action** dialog, the clip can be vaulted, saved or exported. For more information, refer to Clip Actions **Note:** If required, you can select beside the camera name to remove it from the clip.
6	Select **Save**. Saving Location options display.
7	Edit the clip name by double clicking the **Clip Name** textbox and entering text as required.
8	Select the **Audio** checkbox to save associated audio.
9	Select Clip **Saving Location** (Remote or victor unified client).
10	Select a clip folder to save to.

Note:
You can use right click to Rename, Refresh, Delete, Export or Add a new folder.

11 Select **Save**. Dialog displays informing whether the save was successful.

Note:
If the clip was from a VideoEdge NVR or HDVR recorder, you will be prompted to enter a passphrase for validation purposes. Enter and confirm the passphrase and select **OK**.

- End -

Clip Actions

Once a clip has been created, it can then be vaulted, saved, exported or archived from the **Direct Clip Action** dialog. For more information on creating a clip, refer to Clip Creation/Saving. Additionally, clips that have previously been created and saved can then be exported.

Vault Clips

Vaulting a clip tags it as protected, preventing it from data culling.

Note:
Vaulting is only supported on VideoEdge NVR 4.2+ recorders.

Procedure 11-2 Vaulting a Clip

Step	Action
1	Create a clip using Clip Creation/Saving. **Direct Clip Action** dialog displays.
2	Select **Vault**. Progress bar displays showing progress of vaulting.
3	**Vaulting Complete** message displays.

- End -

Exporting saved Clips

Clips can be exported to external media. Clips can be exported in Native (.img, .iso - playable using victorPlayer) as well as.avi/.mp4 formats. Clips can be exported directly as part of the clip creation process or they can be exported from the clip list.

Note:
Exporting Clips is only available in Live Mode for HDVR recorders

Procedure 11-3 Exporting saved clips

Step	Action
1	Select Clips from the **Home** tab.
2	Right click the clip to be exported.
3	Select **Export Clips**. **Direct Clip Action** dialog displays. From this dialog you can use calendar controls to edit start and end times by clicking the start/end time values.
4	Select **Export**. New dialog displays from where you can define Export locations, Passphrases, Export Options and Notes
5	Select **Export Location(s)** textbox: • Select to add export location(s). • Select to select the export location(s). • Select to remove export location(s).
6	If prompted, enter and confirm a **Passphrase**.
7	Select export options.
8	If required, select the **Download Audio** checkbox.
9	If required, select the **Export victorPlayer** checkbox. For more information on victorPlayer, refer to victorPlayer
10	If required, select the **Specify Filenames** checkbox. This allows you to enter user friendly filenames for the clips.
11	Select **Native** or **AVI/MP4** as file format. **Note:** 1. Watermarking is not supported in **Native** format clips 2. Selecting **AVI/MP4** format offers a slider bar, use this to control clip output quality 3.If the clip is a text stream export, an additional **Export Text Stream** check box will be available
12	If required, select **Watermarking Video** checkbox. **Note:** Watermarking clips is a role governed feature which allows you to add user defined graphics or text to exported media. Refer to Watermarks for information on configuring watermark graphics.
13	If required, select **Display overlay** (includes video overlay in export)
14	If required, select the **Notes** tab and add text as required.

15 Select **Export**. If **Specify Filenames** was previously selected, proceed to Step 14. If **Specify Filenames** was not selected, export begins.

16 Enter filename as required in the **Filename** textbox.

17 Select **Export**. Progress bar displays showing progress of export.

18 Select **Finish.**

- End -

Archive Clips

Clips from VideoEdge NVR 4.4+ recorders can be archived for long term storage. For more information on archiving and how to set it up on your VideoEdge NVR recorder, refer to the VideoEdge NVR 4.4 Installation and User Manual.

Procedure 11-4 Archiving a Clip

Step	Action
1	Create a clip using Clip Creation/Saving. **Direct Clip Action** dialog displays.
2	Select **Archive.** Progress bar displays showing progress of archiving.
3	**Archiving Complete** message displays.

- End -

Clip Storage

Saved **Clips** are displayed and selectable from the Clips window.

Procedure 11-5 Organize Clip Folders

You can create, rename and build folder structures for clip storage. This allows you to meaningfully organize local clip storage

Step	Action
1	Select Clips from the **Home** tab.
2	Select **Show all** from the dropdown menu. **Clips** window displays in device list tab group, displaying all saved clips.
3	The following right click options are available: • Refresh Folder • Rename Folder • Delete Folder • Export Folder • New Folder
4	Use right click options as required to organize folders.

- End -

Procedure 11-6 View/Edit Saved Clip Notes

Notes can be stored against clips when they are saved or exported. These notes can be viewed and/or edited from the **Clips** window for saved clips.

victorPlayer supports note viewing for exported clips.

Step	Action
1	Select Clips from the **Home** tab.
2	Select **Show all** from the dropdown menu. **Clips** window displays in device list tab group, displaying all saved clips.
3	Select required clip. **Notes** for selected clip are displayed in the **Notes** textbox.
4	If required, select **Notes** textbox and edit notes.
5	Select to save.

- End -

View and Delete Saved Clips

Saved clips can be viewed and deleted as required.

View Saved Clips

Procedure 11-7 View Saved Clips

Step	Action
1	Select Clips from the **Home** tab
2	Select **Show all** from the dropdown menu. Clip folders are displayed
3	Right click the clip to be played
4	Select **Playback Clips**. The clip displays in a new window
5	Select to enable audio. Use playback controls to navigate clip

- End -

Delete Saved Clips

When saved clips are no longer required, they can be deleted.

Procedure 11-8 Delete Saved Clips

Step	Action
1	Select **Clips** from the **Home** tab.
2	Select **Show all** from the dropdown menu. Clip folders are displayed.
3	Expand the required clip folder.
4	Right click the folder to be deleted.
5	Select **Delete Clips**. A Warning dialog displays. Select **Yes** to delete the clip or **No** to cancel.
	- End -

victorPlayer

victorPlayer is a proprietary media player developed by American Dynamics. It is a portable application and is required to play .img files from Intellex recorders. **victorPlayer** can also be used to playback clips in the following formats:

- .ISO (from VideoEdge NVR recorders)
- .ZIP (from HDVR recorders)
- .IMG (From Intellex Recorders)

victorPlayer can also be included with exported clips.

Playing Clips

The primary purpose of **victorPlayer** is to facilitate clip playback.

Note:
victorPlayer has various options during clip playback. In addition to the standard surveillance playback controls, you can also: **Toggle Full Screen, Clear Video, Restart Playback, Verify Clips (Standard and using Key files)** and perform **Still Image Capture** by right clicking the playback window.

Procedure 11-9 Play Saved Clip with victorPlayer

The following steps assume that **victorPlayer** is available on the local machine. If it is not available, it can be exported as part of victor's clip export feature. For more information on exporting clips, refer to Exporting saved Clips.

Step	Action
1	Launch **victorPlayer**, select required language then select **OK.**
2	Saved clips are displayed in the clip list.
3	Drag and drop the required clip into the surveillance window. The clip will begin playback.

Note:
To view more than one clip at one time, select **View Surveillance** from the **View** menu to open additional surveillance panes

- End -

Procedure 11-10 Play External Clips with victorPlayer

In addition to using **victorPlayer** to play clips from the clip list, **victorPlayer** can also play external video clips.

Step	Action
1	Launch **victorPlayer** select required language then select **OK.**
2	Select **File.**
3	Select **Open**. **Select clip file to open** dialog displays.
4	Browse to the clip to be opened.
5	Select **Open.**
6	Drag and drop the required clip into the surveillance window. Clip will begin playback.

Note:
To view more than one clip at one time, select **View Surveillance** from the **View** menu to open an additional surveillance pane.

- End -

Configuring victorPlayer

victorPlayer's Overlay and Layout settings can be configured as required.

Overlay settings can be configured by selecting **Overlay Settings** from the **View** menu, selecting required elements then selecting **OK**.

To save your current layout, select then choose a location and select **Save**. To load a previously saved layout select **Load** from the **Layout** menu, locate the saved layout and select **Open**.

Verifying Clips

Exported clips can be checked for authenticity by using the **Verify Clip** tool. The tool checks whether the clip has been tampered with. In addition to verifying exported clips in victor client, clips can also be verified in **victorPlayer**.

Note:
Only exported clips can be verified.

Procedure 11-11 Verify Exported Clip

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Verify**. Browse dialog displays.
3	Browse for and select the clip to be validated.
4	Select **Open.**
5	If prompted, enter the passphrase associated with the clip. This is the passphrase entered at the time the clip was initially created.
6	Select **Validate**. Clip Validator displays informing whether clip is valid.

Note:
The clip validator also offers the ability to **Validate with Key File** (NVR Only)
This verification method checks for integrity using a key file generated on the NVR to verify exported and archived clips which were signed using a private key

- End -

Procedure 11-12 Verify Clips in victorPlayer

Step	Action
1	Launch **victorPlayer.**
2	Drag and drop the clip to be verified into the Surveillance window.
3	Right click on the video pane.
4	Select **Verify Clip.**
	Note: If the clip has been exported from an HDVR or NVR unit, you will be prompted to enter a Passphrase
5	The Clip Validator dialog displays informing whether clip is valid
	Note: Right clicking the video pane also offers the ability to **Verify Clip Using key File** (NVR Only) This verification method checks for integrity using a key file generated on the NVR to verify exported and archived clips which were signed using a private key

- End -

Introduction

The Maps feature provides a dynamic view of physical security objects within a visual representation of their environment.

Physical objects are represented by icons to form an integrated, unified view allowing monitoring and reaction to state changes in real time.

Real-time visualization of event activity can be achieved by linking Map actions to Events.

Supported Image files are:

- *.dwg / *.dxf (Vector)
- *.png / *.jpg (Raster)

Note::
1. victor automatically converts vector graphics to .jpg and stores them in the database.
2. CAD Layers: Only CAD Layers visible at the time of import are visible within the image in victor. However, once imported, new layers can be added to the converted CAD image and used to configure icons. The actual CAD layers do not exist in victor.
3. Map Image files can be updated without disassociating the icons which were previously placed on the map.
4. victor supports image files up to 20 MB

Importing Map Images

To store an image file on the database, you need to import and save the image file. These procedures describes the basic steps to import and save an image file as a Map. The map then needs to be configured.

Procedure 12-1 Import a Map Image

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the dropdown menu. **New Map** editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, deselect to disable the map.
6	Select . **Select Drawing File** dialog displays.
7	Select . Browse window displays.
8	Browse to and select the required image file.
9	Select **Open**.
10	Select **Import**. File imports and displays in map editor.

11	Select **Save.**.

- End -

Procedure 12-2 Export CAD File

A CAD file (.dwg or .dxf) can be exported from victor as a .jpg file. This enables CAD files to be exported, edited as required then imported for use as a map.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the dropdown menu. **New Map** editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, deselect to disable the map.
6	Select . **Select Drawing File** dialog displays.
7	Select . Browse window displays.
8	Browse to and select the required CAD file.
9	Select **Open**
10	Select **Export to File**. **Save As** dialog opens
11	Navigate to the location you want to export to and enter a **File Name**
12	Select **Save.**

- End -

Procedure 12-3 Remove Blank Space from CAD Drawing

While importing a CAD file (.dwg or .dxf), victor can remove any vertical blank space surrounding your image.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the dropdown menu. **New Map** editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, deselect to disable the map.
6	Select . **Select Drawing File** dialog displays.
7	Select . Browse window displays.
8	Browse to and select the required CAD file.
9	Select **Open**
10	Hover over the imported CAD drawing, reduce the size of the window (horizontally) then click refresh.
11	Click **Refresh**
12	Select **Import**. File imports, preserving removed blank space and displays in map editor.

13 Select **Save.**

- End -

Configure Maps

Once an image has been imported to create a map, the map can then be configured for use by adding map layers and icons.

Layers

victor Maps make use of layers - enabling users to manage various object types on different 'levels' within one map.

Procedure 12-4 Add and Configure Map Layer

Step	Action
1	From the Map editor select . **Map Layers** editor displays.
	Note: The Map editor can be accessed by selecting **Maps** from the **Build** tab, then selecting **Show All**. Right click on the map to be edited and select **Edit.**
2	Select **Add**. A new layer will be added to the **Map Layers**
3	To rename the new layer, select the **Layer** textbox and edit as required.
4	Use the **Show in map** checkbox to select if the layer is displayed on the map.

- End -

Add/Configure Map Icons

Icons are added to maps to represent victor objects. Various icon properties can be configured depending on the object type they represent.

Procedure 12-5 Add and Configure Icons

Step	Action:
1	Drag and drop victor objects from Device List into the Map editor. An icon will be added to the map, linked to the victor object. **Note:** Objects can also be dragged onto maps from Site, Call ups and Object lists
2	To configure an icon's characteristics: a Right click the icon b Select **Edit** c Assign characteristics in the **Icon Editor** d Select **OK**
3	Select **Save**.

Note:

In addition to using this procedure, icons can be added and configured by selecting and following on-screen instructions.

- End -

Clone Icons

You can use an existing icon as a template from which to configure a new icon.

Procedure 12-6 Clone Icon Configuration

Step	Action
1	From the map editor, select the icon you want to clone from.
2	Drag and drop a victor object from Device List. The icon (with original icons configuration) will be added to the map.
3	Right click the new icon and edit as required.

- End -

Configuring areas

Procedure 12-7 Configure an Area

victor Maps allows for the configuration of areas in order to group icons. Should any icons related to an area go into Alert status, the entire area will highlight (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade or Flash).

Step	Action
1	From the Map editor, hold the Shift key and draw the required area using your mouse. **Note:** The Map editor can be accessed by selecting **Maps** from the **Build** tab, then selecting **Show All**. Right click on the map to be edited and select **Edit**
2	The area can be manipulated by using the grab handles.
3	The drawn area can be further manipulated by right clicking and selecting from: • Select all related icons • Clear all related icons • Hide this shape drawing • Remove this shape drawing • Send to back • Bring to front • Display automatically when in view mode

- End -

You can also configure areas on maps which relate to regions assigned on other maps. This can be useful as you can then click on a map region to view a more detailed map relating to an area you are particularly interested in.

E.G., You may have a map representing a full campus view and several related maps representing buildings within the campus.

When you see an alarm annunciating when monitoring the full campus map, this feature allows you to navigate directly to the more detailed building maps for an enhanced view of the alarm area.

Procedure 12-8 Configure areas related to other maps

Step	Action
1	Open target map. This is typically the overview of the whole area you are monitoring, in this case the 'campus' map.
2	Select . Icon selector displays.
3	Select the **Map** icon. Icon displays on map. Reposition/resize icon as required.
4	Right click the icon.
5	Select **Drop on Map**. Icon editor displays.
6	Select **Select Object**.
7	Select the required map. (This is typically the detailed map - in this case the 'building' map)

8 Select **OK**. Icon editor displays.

9 Assign icon attributes as required.

10 Select **OK**.

11 Right click the map icon.

12 Select **Polygon Shape**.

13 Select **Add**. Triangle displays.

14 The area can be manipulated by using the grab handles. Move and resize the triangle as required to represent the area covered by the detailed (building) map. Various right click options are available for the shape including:

- Hide this shape drawing
- Remove this shape drawing
- Send to back
- Bring to front
- Display automatically when in view mode

15 Select **Save.**

- End -

Viewing Maps

Once a map has been created and saved, it can be viewed directly from the **Home** tab.

Procedure 12-9 View Maps

Step	Action
1	Select **Maps** from the **Home Tab.**
2	Select the map you wish to view from the dropdown menu. Map opens.
3	The map can be manipulated using toolbar buttons, as detailed below:

Element	Details
	Zoom controls - displays current zoom level percentage along with **Fit to Window** and **Zoom Out/In** buttons
	Hide Icon Types - opens the Hide Type editor which allows selection of icon types to hide, e.g. Cameras or Recorders
	Show All Icons from All Layers - shows and highlights all icons from all visible layers. **Note:** icons that are on layers that have been hidden using the Map Layers editor will not be displayed
	Show All Shapes from All Layers - shows all configured areas from all visible layers. Right-click to display FoV or Shapes only. **Note:** areas that are on layers that have been hidden using the Map Layers editor will not be displayed
	Activity List - opens a map specific Activity List that displays the 100 most recent activities relating to objects on the map. Icon will display with a red border when there are unread items in the Activity List. Right click and select **Clear** to clear the activity list. Select the padlock icon to freeze the Activity List for 30 seconds
	Layers - opens Map Layers editor allowing selection of map layers to show/hide
	Hover Mode - select to enable hover mode. When enabled, hovering over objects will display additional information. For example, hovering over a camera will open a pop-up surveillance pane within the map view, displaying live video from the camera. Other cameras can be dragged and dropped into the pop-up windows

Health	**Health Mode -** select to enable health mode. When enabled, icons will be highlighted with their health status. When enabled with hover mode, hovering over icons will display the objects health dashboard within the map view

Note:
1. When viewing a map, the toolbar will display green. If the toolbar displays orange, this means that the map has been edited and saved since it was opened. Select to update.
2. When viewing a map, drag any icon onto any surveillance pane to view its associated video.

Monitors on Maps

Monitors can be added as icons to maps either from the device list or from the icon editor within the map.

Monitor icons are sensitive to dragging and dropping of all objects with a 'view' mode (e.g., cameras)- any object supporting a 'view' mode can be dropped onto a monitor icon and the associated views will be displayed on the physically associated monitor.

Editing Maps

Once a map has been created and saved, its properties can be edited.

Procedure 12-10 Edit Maps (General)

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Change **Name**, **Description**, **Enabled** status in **General** section as required.
6	Select **Save.**.

- End -

Procedure 12-11 Edit Maps (Map)

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens. The map can be manipulated using the toolbar buttons, as detailed below:

Element	Details
	Import a map - re import the map image
	Increase/Decrease height of map window
	Fill image in window - fit map to window
	Fill on load - when the map loads, fit map to window
	Add Object Icon - add an object icon to the map
	Copy Icon to Active Layer - copy an icon to the current active map layer

	Show all icons from all layers - displays all icons from all layers of the map
	Show all shapes from all layers - displays all shapes from all layers of the map. Right-click to display FoV or Shapes only
	Active layer - the current active map layer
	Add Text - Displays a field enabling free text input. Font size/color/type can be changed as required. Text boxes can be copied to other areas of the map.
	Layers - Show/Hide or Add/Remove layers
	Hover - Enable/Disable hover in the map editor

5 Edit map elements as required

6 Select **Save.**

- End -

Procedure 12-12 Edit Maps (Map Icons)

Once an icon has been added to a map, its properties can be edited or copied to create a new map icon. Available options vary depending on map icon type.

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click on the icon you wish to edit.
6	Select required option from the right click menu.
7	Make changes as required.
	Note: Selecting **Copy** from the right click menu will copy both the icon and all its properties (e.g. assigned object and assigned left click action)
8	Select **Save.**

- End -

Field of View

A Field of View (FoV) can be attached to a camera icon on a map. FoV gives an indication of the area covered by a camera.

Procedure 12-13 Attach Field of View to Camera Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click on the camera icon you wish to attach a FoV to.
6	Select **Field of View (FoV).**
7	Select **Add**. The FoV editor opens.
8	Edit FoV **Angle** value by selecting ▲ to increase or ▼ to decrease. You can also free type in the **Angle** field.
9	Edit FoV **Rotation** value by selecting ▲ to increase or ▼ to decrease. You can also free type in the **Rotation** field.
10	Edit FoV **Scale** value by selecting ▲ to increase or ▼ to decrease. You can also free type in the **Scale** field.

Note:
Right clicking the Field of view in edit mode presents varios options which can be toggled on/off as required
1. Show FOV control Window
2. Anunciate with active alert
3. Hode/remove field of view drawing
4. Send to back/bring to front
5. Move shape when icon is moved
6. Display automatically in view mode

11	Select **OK** to apply.
12	The FoV can be further manipulated by right clicking and selecting from: • Show FoV Control Window • Annunciate with active alert (FoV will only annunciate if icon is set to Strobe, Pulse, Blink, Fade or Flash) • Hide this FoV drawing • Remove this FoV drawing • Send to back • Bring to front • Move shape when icon is moved • Display automatically when in view mode
13	Select **Save.**

- End -

Copy Maps

An existing map can be copied to create a new map. The new map will be named *'Original Map Name*_Copy'. All map properties and object icons will also be copied.

Procedure 12-14 Copy a Map

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All.**
3	Right Click the map to be copied.
4	Select **Save As**. A confirmation dialog opens.
5	Select **Yes.**
6	A new map will be created in the object list.

- End -

Object Association

Introduction

The concept of Object Association refers to linking together otherwise unrelated objects with the intent of enhancing incident building capability.

The feature enables a '**Review**' option on the context menu of associated objects. Selecting **Review** opens a guard surveillance view displaying the source object and up to 5 associated objects.

After associations are made, the Review feature is exposed in 3 areas of the client; Reports, Event Viewer and Activity List.

Note:
1. Objects can reference other objects of the same type but cannot reference themselves.
2. Certain supported objects E.G., doors, which do not display video, will not display the Guard surveillance view. In these cases, a Map view will open displaying the object's location (if configured on Maps).
3. If a source object has no associations, selecting Review will return a view of the type.
4. If the source object is a non-video object and has no associations, the review feature will not be available for any related events or alerts.
5. For the feature to function properly, it is recommended all associated objects are synchronized to a common NTP server.

Typical Use Cases

1 Motion Alarm has been triggered and the associated Event Acknowledged. The user still needs to view video associated with the Alarm.
Without Object Association, reporting capabilities only show you the time of the alarm. The user must open a surveillance window, drag in the camera that caused the alarm and navigate back to the time of the alarm using the report data.
With Object Association, the user simply selects the Review option from the report item to perform all the above functionality automatically.

2 Building on Use Case 1, if there are more cameras associated with the alarm.
Without Object Association the user must find them and drag each camera individually into a surveillance window and navigate to the time of the alarm.
With Object Association, the Review feature launches investigator mode and displays all associated camera views.

3 Similar to **1** and **2** but related to **Non Video** devices E.G., Doors. If a door is forced and an event activated, the feature can be used to view video from associated cameras in the door's vicinity.

Review Feature

The **Review** option is exposed in 3 areas of the client:

- **Reports**: When associations are configured, the source can be accessed from report items by selecting **Review** in the item's context menu.
- **Event Viewer**: When associations are configured, behavior is similar to that of Reports but the source is the cause of the event. The source can be accessed by selecting **Review** in the context menu of the Event Viewer item.
- **Activity List**: When associations are configured, the source of the activity list items can be accessed by selecting **Review** from the context menu of Activity list items.

Create Object Associations

You can associate a maximum of 5 objects with any of the classes listed:

Video Cameras	DSC Partition/Zone
Doors	MZX Panel/Point
Inputs/Outputs	Simplex 4100 Panel/Point
Readers	Salvos

This procedure describes how to associate a video camera with other video cameras.

Procedure 13-1 Create Object Associations

Step	Action
1	Select **Devices** from the **Home** tab. Device list displays.
2	Select ▷ next to Recorders to expand the selection.
3	Select ▷ next to the specific recorder.
4	Right click the camera to be edited.
5	Select **Edit**. Camera editor displays.
6	Expand the **Associations** section.
7	Select . Object selector displays.
8	Select the object to associate using the object selector.
9	Select **OK**.
10	Select **Save**.

- End -

Introduction

Dynamic Views are generally displayed using the **Show All** option from an object type's dropdown menu.

These lists will generally contain at a minimum Names and Descriptions of available objects. Depending on the type of object being displayed, more information may be available by right clicking the column headers and displaying extra detail.

Sort/Filter Objects within Dynamic Views

You can sort objects within Dynamic Views by selecting field names.

Procedure 14-1 Sort/Filter Objects within Dynamic Views

Step	Action
1	Select the required object type from the **Setup** or **Build** tab.
2	Select **Show All**. Dynamic View displays.
3	To **Sort** objects: • Select a Column Header to sort by. Objects sort alphabetically.
4	To **Filter** Objects: a Select the filter icon from the required column header for which the data is to be filtered. b Select the filter criteria from the dropdown menu. Dynamic View updates to reflect the selected filter.

- End -

Custom Filters

You can apply custom filters to Dynamic Views to help find specific information or limit the scope of a list.

Procedure 14-2 Apply Custom Filters

Step	Action
1	Display the Dynamic View.
2	Select the filter icon from the required column header for which the data is to be filtered. Dropdown menu displays
3	Select **Custom**. Custom Filter Selection window displays.
4	Select **Add Condition**.
5	Select the operator from the **Operator** dropdown menu.
6	Select the operand from the **Operand** dropdown menu.

7	Select **OK**. The Dynamic View updates to reflect the filter criteria.

- End -

Object List - Group by Field

You can group Dynamic Views by field names using the **Group By Area**.

Procedure 14-3 Object List - Group by Field

Step	Action
1	Display the Dynamic View.
2	Select the Group By Area. This is the solid bar under the Dynamic View Controls. **Group By Area** displays.
3	Drag column headers into the area. The Dynamic View updates to reflect the grouping.
4	Use the controls in the Group By Area to manipulate the view.

- End -

Export Lists

You can export Dynamic Views in .XPS and Excel format.

Procedure 14-4 Export Object Lists

Step	Action
1	Display the Dynamic View. Sort and Filter as required.
2	To export as a .xps document: a Select Export the Grid. **Save As** dialog displays. b Navigate to the Save in folder. c Change name of file as required in the File name textbox. d Select **Save**. .xps file saves in selected location.
3	To export as an Excel document: a Select Export the Grid to Excel. If Excel is installed, it automatically loads the file. If Excel is not installed, a Windows dialog displays - select from the options displayed.

- End -

Create/Save Dynamic Views

After configuring a Dynamic View to display as required, you can save the view for later retrieval.

Procedure 14-5 Create/Save Dynamic Views

Step	Action
1	Configure the Dynamic View as required.
2	Select **Save the current grid configuration**. Create/Save dialog displays.
3	Enter a name for the view in the **Name** textbox (Mandatory).
4	Enter a description for the view in the **Description** textbox (Optional).
5	Select the **Default** checkbox if you require this view to be the default for displaying the dynamic views of this object type.

Note:
To display a dynamic view which is not set as default, select **Dynamic View** on the Build tab and select **Show All**. Right click on the view and select **Show the view.**

- End -

Introduction

Operators are users of the client. Each operator is assigned a role which describes their capabilities and privileges.

Operators are authenticated in one of two ways:

- **Windows Authentication** - requires an assigned Windows principal (domain/workstation name and username) which relates to a Windows OS account.
- **Basic Authentication** -The victor Application Server manages users accounts without the need for an assigned Windows principal or Windows OS account.

Create a New Operator

New operators can be added to the system.

Procedure 15-1 Create a New Operator (Windows Authentication)

When using Windows to authenticate operator accounts, Windows credentials are checked when the operator logs in to the client. As such, operators will only be able to log in if they have been assigned a user account on both the client and victor Application Server machines. If a domain controller is not being used, these accounts must be created manually and be logged into to activate them.

Note:
Windows Authentication is not available when using victor Express.

It is recommended that the role level assigned to the operator account, mirrors somewhat the role level assigned to the Windows user account.

Caution

Operators created in victor standalone systems with 'non administrator' roles may lack the privileges required to make similar changes in unified systems.

Step	Action
1	Select **Operator** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a name for the Operator in the **Name** textbox.
4	Enter a description in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, to deactivate the operator profile, deselect the checkbox.
6	Select **Windows Authentication.**
7	Enter **Domain/victor Application Server.**
8	Enter **Username.**

Note:
Username should correspond to a Windows username and should not be the same as the name of the PC.

9 Select a Role from the **Roles** section.

Note:
Only one role may be assigned to each operator.

10 Select **Save.**

- End -

Procedure 15-2 Create a New Operator (Basic Authentication)

When using basic authentication to authenticate operator accounts, victor Application Server manages user accounts without the need for corresponding Windows user accounts.

Step	Action
1	Select **Operator** from the **Build** tab.
2	Select **New** from the dropdown menu.
3	Enter a name for the Operator in the **Name** textbox.
4	Enter a description in the **Description** textbox.
5	The **Enabled** checkbox is selected by default, to deactivate the operator profile, deselect the checkbox.
6	Select **Basic Authentication.**
7	Enter **Username.**
8	Enter **Password.**
9	Select a Role from the **Roles** section.

Note:
Only one role may be assigned to each operator.

10 Select **Save.**

- End -

Remotely Log Operator Out of Workstation

Operators can be remotely logged out of particular workstations on the network.

Procedure 15-3 Remotely Log Operator Out of Workstation

Step	Action
1	Select **Devices** from the **Home** tab.
2	Select ▷ next to **Workstations** to expand the selection.
3	Right click the workstation you wish to log the operator out of.

4 Select **Log Operator [operator username] Out**. Warning dialog opens, prompting confirmation of the logout.

5 Select **Yes** to log the operator out, or **No** to cancel.

- End -

Change Single Sign-on Value

The log-in window will display at client start up only when the Single Sign-on option is set to 'False'; with Single Sign-on set to 'True', the Login window is bypassed and the server will rely on the current windows identity credentials from the Windows OS to establish a client connection.
This procedure describes how to change single sign-on values between 'true' and 'false'.

Note:
Depending on your UAC settings on Windows 7 the following procedure may vary slightly, you may be notified or asked for permission to continue before making changes to the file.

Procedure 15-4 Change Single Sign-on Value

Step	Action
1	Navigate to **ACVS.Enterprise.Client.Core.Host.exe.config** file on the client machine. The default location for this file is **C:\Program Files\Tyco\victorClient**.
2	Right click the **ACVS.Enterprise.Client.Core.Host.exe.config** file.
3	Select **Open.** Message displays informing Windows cannot open this file.
4	Select **Select a program from a list of installed programs**.
5	Select **OK**. Open with...dialog box displays.
6	Select **WordPad** from the program list.
7	Select **OK**. File opens as a text document.
8	Change single signon value to 'True' or 'False' as applicable

```
      <setting name="StartupAddIns" serializeAs="String">
        <value />
      </setting>
      <setting name="SingleSignOn" serializeAs="String">
        <value>True</value>
      </setting>
    </ACVS.Enterprise.Client.Core.Host.Properties.Settings>
  </userSettings>
  <system.serviceModel>
    <bindings>
```

9 Select **Save.**

10 Close Windows.

- End -

Introduction

General

An event can be considered as anything significant that happens within your victor system.

Creating and implementing system events allows you to detect, monitor and record specific activity on the system.

A typical use may be to use a map action to alert a user of motion detection on a camera covering a sensitive area.

In this scenario, an event could be configured to:

- Alert the user by visually triggering a Video Action associated with the event displaying video from other cameras in the area
- Trigger a map action showing the location of the of the camera in alarm state
- Create a high priority entry in the Journal requiring operator acknowledgment

Configuration within victor

Typically an event's triggers and responses rely on the creation of object dependencies within the system which are configured using two editors:

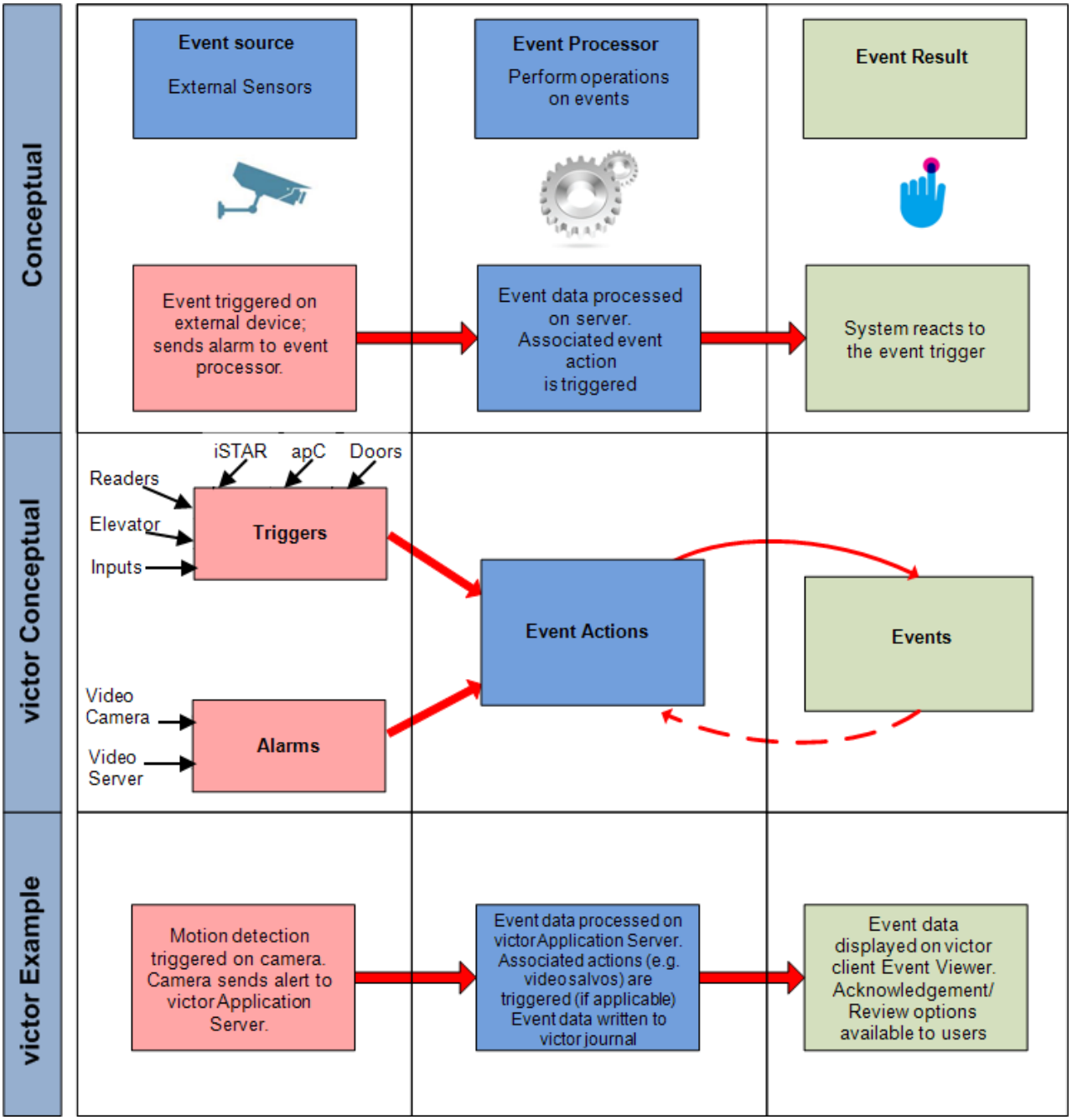
- Event/Action Pairing Editor
- Events Setup

Event Processing

From a system perspective, event processing can be considered in three stages:

- **Event Source**: Emit events into the processing system (e.g., a motion detection alert sent from a camera)
- **Event Processing**: Capture, routing and any further processing of emitted events – victor can be configured to process events in various ways e.g., according to priority, date/time or source.
- Event Result: The system reaction to the event. In the case of victor this could be a video action configured to display a salvo

Conceptual workflow/victor workflow


Conceptual
Event source
External Sensors
Event Processor
Perform operations on events
Event Result
Event triggered on external device; sends alarm to event processor.
Event data processed on server. Associated event action is triggered
System reacts to the event trigger
victor Conceptual
iSTAR
apC
Doors
Readers
Elevator
Inputs
Triggers
Video Camera
Video Server
Alarms
Event Actions
Events
victor Example
Motion detection triggered on camera. Camera sends alert to victor Application Server.
Event data processed on victor Application Server. Associated actions (e.g. video salvos) are triggered (if applicable) Event data written to victor journal
Event data displayed on victor client Event Viewer. Acknowledgement/ Review options available to users

Event Types

Within the victor environment, there are two main event types: **Sensor** based and **Health** based.

Sensor Based Events

These events, when triggered typically display predefined Event Actions. These are system actions, tied to events which are set to display when events are triggered. Examples of Event Actions can be video Salvos or Map actions.

The following general steps are involved in configuring a Sensor based event:

1. Add a trigger to the sensor device (e.g., Set motion detection on a camera)
2. Create the Event Action to be executed when the Event triggers
3. Create the Event
4. Associate the Event Action with the Event
5. Associate the Event with the Trigger

Health Based Events

System Health events do not typically involve video actions as their primary use is not security based. Instead they are used to warn users of potential issues with system failure. A typical use may be to inform a user that an alarm has been received warning of CPU overheating.

Acknowledge and Clear Options

Acknowledge and Clear options can be configured for individual events. Configuring these settings determines whether an event requires extra user information to be entered in order to acknowledge or clear the event.

Options are:

- Require a Log Message to be entered when acknowledged
- Require a Log Message to be entered when Cleared
- Username and password required to acknowledge
- Username an password required to clear

Note:
These credentials can be from any user who has permission to acknowledge and clear the event.

Event Templates

A number of Event Templates are predefined within victor, these can be used as a basis for configuring events of the type they relate to.

Log Messages

Log messages are typically used to clear and acknowledge events but can be entered manually written to the journal at any time.

Log messages can also be selected from a Predefined Message Log which can contain up to 3000 user defined messages.

Event Priority Window

The Event Priority Window is a surveillance window which is used to view camera Call Up Actions associated with Events. The surrounding red border distinguishes the Event Priority Window from standard surveillance views.

It is a 2X2 configuration. Call up video is displayed according to the priority of the event it is associated with. Highest priority displays in the top left pane of the window, descending in priority to Top right, Bottom left and Bottom right.

New events having a higher priority than those already displayed on will 'Bump' the lower priority windows. This will lead to lowest priorities dropping off when more than four streams attempt to display.

Video streams cannot be viewed in the Event Priority window unless triggered by an event.

The window must be open when the event triggers in order to view the camera call up; the event does not cause the window to open.

Create Event Actions (Video)

Event actions are the actions triggered by victor in response to specific events. These can be video actions: Preset, Salvos, Call ups, External Camera Alarms or Map actions.

Procedure 16-1 Create Event Actions (Video)

Step	Action
1	Select **Video Actions** from the **Build** tab.
2	Select Video Action type from the dropdown menu.
3	Select **New**. Video Action editor opens.
4	Enter a **Name**and **Description** for the video action as required.
5	Select objects as required from the left pane and drag to the right.
	Note: If creating a Salvo video action, choose from Select from Existing or Create New Salvo.
6	Select **Save.** Event Video action is created.

- End -

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Create Event Actions (Maps)

Event actions are the actions triggered by victor in response to specific events. These can be video actions: Preset, Salvos, Call ups, External Camera Alarms or Map actions.

Map actions can be configured to display when an event triggers to show a map of the event location and highlight the alarming object.

Procedure 16-2 Create Event Actions (Maps)

Step	Action
1	Select Display Actions from the Build tab.
2	Select New from the dropdown menu. Display Map Action editor opens.
3	Enter a Name and Description for the Map action as required.
4	Select a Map.
	a Select to select from existing maps. Object Selector Displays.
	or
	b Select to create a new map. Refer to Maps Chapter for further information.
5	Select the required map from the object column.
6	Select **OK** to confirm the selection or Cancel to Exit.
7	Select to select Monitor. Object Selector displays.
8	Select the monitor to display the Map Action.
9	Select **Save.**

- End -

Create Events

Events can be created and configured from within the client.

Procedure 16-3 Create Events

Step	Action
1	Select Events from the Build tab.
2	Select New from the dropdown menu. Event editor displays.
3	Enter a name for the event in the Name textbox.
4	Enter a description for the event in the Description textbox.
5	The Enabled checkbox is checked by default, uncheck to disable the event.
6	Expand the Properties section.
7	Select the priority of the event from the Priority Dropdown menu.

Note:
Each priority level is associated with a color which is made prominent in the Event viewer when the event is triggered.

8	Select **Event Breakthrough** if required. The default setting is disabled, enabling Event Breakthrough assigns priority to the event viewer when the event is triggered so over rides anything else the user is viewing.
9	Expand the Text Section. a Enter Activate Text in the text box. This text will display in the event viewer, If you have the activity list open, this text displays as the event triggers. b Enter Instructions for the user in the Instructions text box. These will be conveyed to the user when the event triggers.
10	Expand the Sounds section. a Select the Play Sound When Active checkbox if an audible alarm is required when the event triggers. b Select . The Select Sound dialog displays. Navigate to and select the required .wav file. c Select **Open**. The sound is associated with the event and will play when the event triggers. d Select **OK**.

Note:
1. Only .wav sound files are supported.
2. The files must be located in the ...\\WINDOWS\Media folder. If a custom .wav file is required, copy it to this location.

11	Expand the **Acknowledge and Clear Options** section. Select or deselect checkboxes depending on how you require the event to be acknowledged and cleared.
12	Select **Save.**

- End -

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Events - Save As

Existing Events can be used as templates to create new events. This is useful if you need to create an event which is similar to but not identical to an existing one. The copy of the original event keeps all properties.

Procedure 16-4 Events - Save as

Step	Action
1	Select **Events** from the Home tab
2	Select **Show All**
3	Right click the event to be copied
4	Select **Save As.** The new Event is saved with the original name appended with '-Copy'. The event can be edited as required.

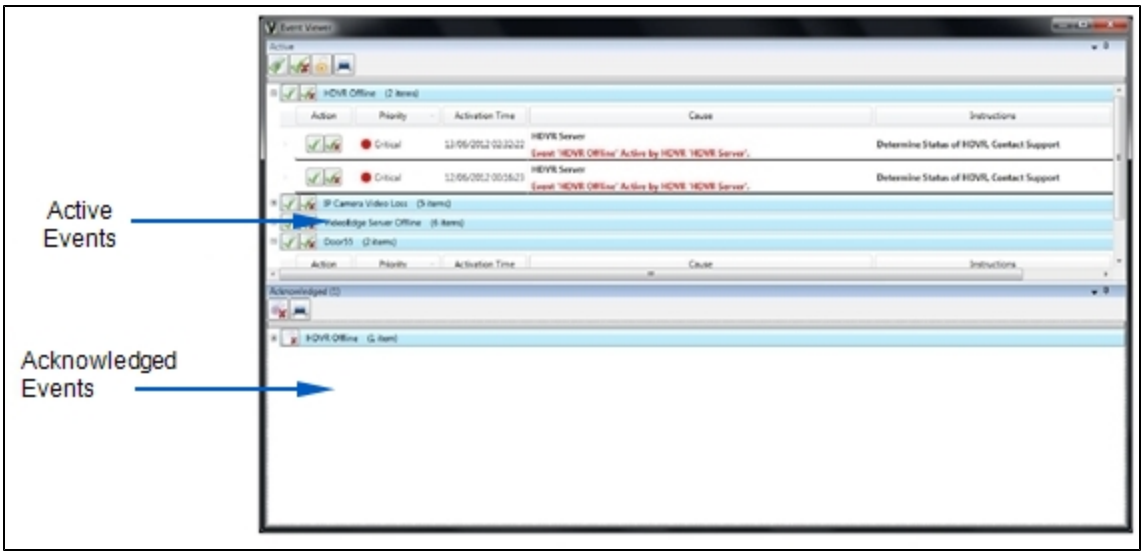
- End -

Event Viewer - (General Information)

The Event Viewer is a dynamic display of system event activity, accessible from the Home tab. It is a real time list displaying active and acknowledged events.

From the event viewer you can:

- Acknowledge system events
- Clear system events
- Sort events according to priority
- View event details including instructions, causes and activation time
- Review associated video
- Group events by type



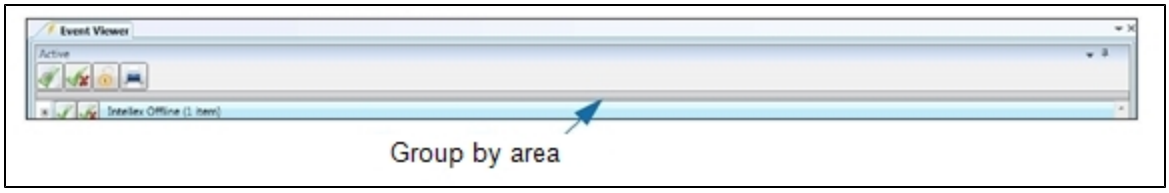
Note:
1. When there are 2000+ events in either the Active or Acknowledged panes, paging buttons are displayed
2. When paging buttons are in use, **Acknowledge All** and **Clear All** buttons work on a per page basis
3. By default, 2000 events per page are displayed, this can be changed to 500 or 100 by selecting the Page Size dropdown

Event Viewer - Sorting and Grouping

Using the grouping area of the event viewer, you can 'Multi Level Group' on any of the columns displayed. This means you can sort groups by more than one priority.

Procedure 16-5 Event Viewer - Sorting and Grouping

Step	Action
1	Select Event Viewer on the **Home** tab. **Event Viewer** displays.
2	Select the **Group By** area. Area expands enabling column headers to be dragged into it. The Group By area is the solid divider under the object list controls.



3	Click and drag a column header into the **Group By** area. Groupings update accordingly.
4	Multi Group the items by adding more column headers.

Note:
By default, events are sorted by Name.

- End -

Event Viewer - Acknowledge/Clear Events

From the Event Viewer, depending upon role permissions, you can acknowledge and clear events individually or by group.

Depending upon Event settings, you may be required to enter username and password or log a message to acknowledge and clear events.

Actions relating to various buttons on the Event viewer are detailed below.

Button	Event Viewer Area	Action
	Top Level List (Active Pane)	Acknowledge all events
	Top Level List (Active Pane)	Acknowledge and clear all events
	Top Level List (Active Pane)	Freeze/Unfreeze pane
	Top Level List (Acknowledge Pane)	Clear all events
	Top Level List (Active and Acknowledged Panes)	Print
	Event Group (Active Pane)	Acknowledge all activations in event group
	Event Group (Active Pane)	Acknowledge and Clear all activations in event group
	Event Group (Acknowledged Pane)	Clear all activations in event group
	Event (Active Pane)	Acknowledge individual event
	Event (Active Pane)	Acknowledge and clear individual event
	Event (Acknowledged Pane)	Clear individual event

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Manually Activate Events

An Event can be activated manually rather than be activated by a trigger.

Procedure 16-6 Manually Activate Events

Step	Action
1	Select **Events** from the **Build** tab.
2	Select **Show all** from the dropdown menu. All events display.
3	Right Click on the event to be activated.
4	Select **Activate**. The event will activate and trigger any associated actions.

- End -

Predefined Message Log

Predefined Log Messages can be created which can then be used when required to acknowledge or clear an event without needing to type text.

Messages are identifiable by their labels which are assigned when they are created.

Labels and message fields are mandatory for every message created. Labels can be up to 100 characters in length and messages up to 3000.

The language for each message can also be assigned, this means when a user logs a message, the messages available are filtered to provide current language messages only. To log a message in a different language, you must switch language in the client.

Procedure 16-7 Create a Predefined Log Message

Step	Action
1	Select **Predefined Message Log** from the **Build** tab.
2	Select **New** from the dropdown menu. New Predefined Message editor displays.
3	Select the **Language** dropdown.
4	Select the language in which the message is to be displayed.
5	Double click the **Label** textbox.
6	Enter Label text as required. Double click the **Message** textbox.
7	Enter message text as required.
8	Select to add additional messages or to remove selected messages.
9	Select **Save.**

- End -

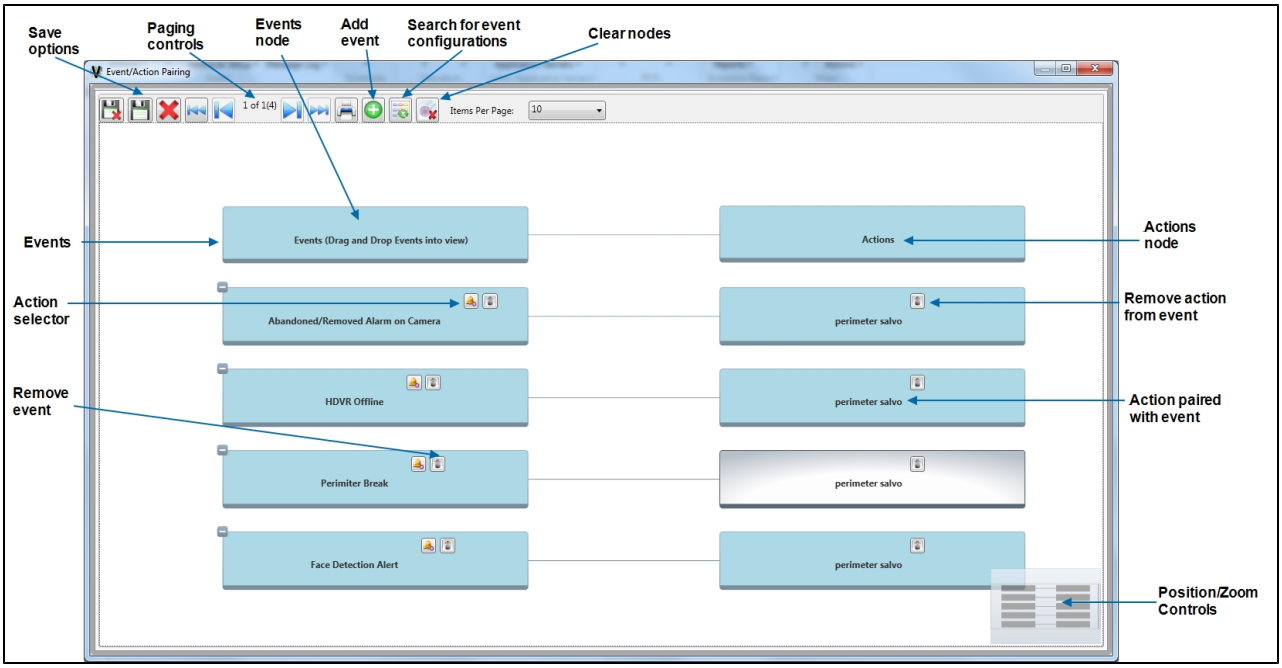
Events: Batch Configuration

Using the Event/Action pairing editor and the Event Setup editor, you can build multiple event configurations quicker and easier than building single event configurations one at a time.

Event/Action Pairing Editor

The Event/Action pairing editor is used to tie together system events with actions you wish to trigger.

Note:
Event/Action association can only be made in this editor.



Procedure 16-8 Events/Action Pairing

Step	Action
1	Select **Event/Schedule Setup** from the **Build** tab.
2	Select **Event/Action Pairing** from the dropdown. Editor opens.
3	Click the **Events** node and use the Object Selector to select events as required.
4	Select in the **Event** node and use the Object Selector to assign event **Actions.**
5	Repeat as required. Use and to add and remove objects.
6	Select **Save.**

- End -

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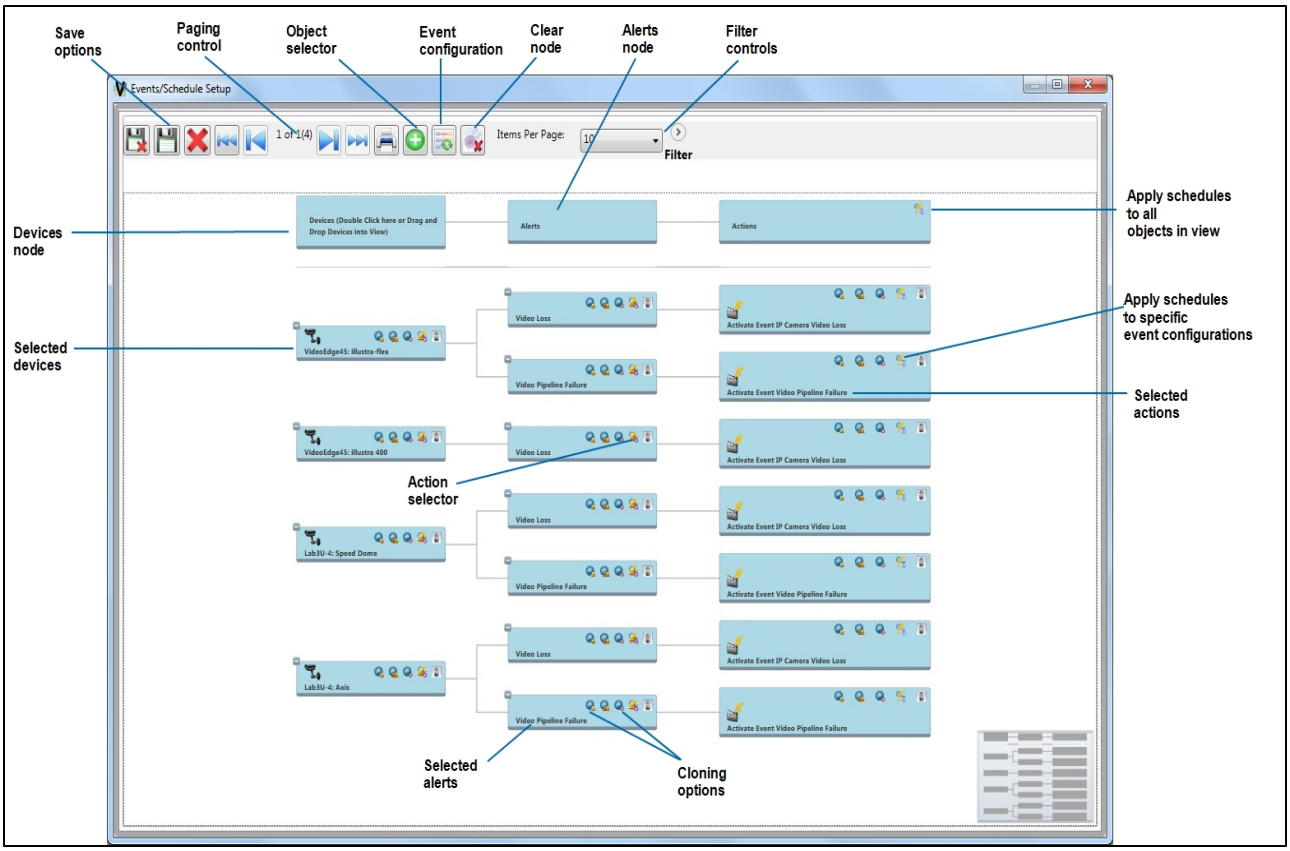
Events Setup

The Events/Schedule setup editor provides a dynamic, visual method of batch linking Devices, Alerts and Actions as well as to set up event scheduling.



Procedure 16-9 Events/Schedule Setup Editor

Step	Action
1	Select **Event/Schedule Setup** from the **Build** tab.
2	Select **Events/Schedule Setup** from the dropdown. Events Setup editor displays.
3	Double click the **Devices** node and use the object selector to select the device (Or drag and drop from the device list).
4	Select in node of the device added and use the checkboxes in the dropdown to assign alerts as required.
5	Select **Add Alerts**. Selected alerts are displayed under the Alerts node.
6	Select in the **Alerts** node and use the Object Selector to assign Actions.
7	Repeat as required. Use and to add and remove objects.
8	Use merge and clone options as required to copy configurations: Merge and clone target configuration

.Duplicate source configuration to all targets

Remove configuration on source and target

9 Use to add/remove schedules as required. refer to Scheduling for more information on using and configuring event schedules.

10 Select **Save**.

Note:
You can configure all system objects of a single type by using the '**Search for Event Configurations**' and filtering by the required type.

- End -

Cloning existing configurations

Cloning provides a quick and easy way of assigning the Event Setup configuration properties of existing configured devices to new devices.

Note:
As well as cloning event configurations, the **duplicate** and **merge** options offer the ability to clone Alerts and Actions only or Alerts and Actions with Schedules.

In **Event Setup**, assign existing configurations to new devices by double clicking the device to be cloned and selecting from:

Merge and clone target configuration

.Duplicate source configuration to all targets

Remove configuration on source and target

- **Clone** (Merge) - Applies the source's device configuration to newly selected devices, keeping any existing event configurations
- **Clone** (Duplicate) - Replicates the configuration of the source device and applies it to the new device, deleting any existing event configurations.
- **Clone** (Remove) - Deletes the source device's event configuration

Use the **Clone Schedules** checkbox to include schedules in the cloning operation.

Scheduling

Scheduling is used to manage the execution of events or journal triggers which are to be activated only during specified time ranges.

Note:
1. Schedules should be assigned meaningful names to allow for easy identification when assigning them to events.
2. Schedules are set on a weekly basis by default i.e., a schedule set from 1200 to 1300 on a Tuesday, recurs every Tuesday.

The schedule editor's calendar control allows you to select and build schedules by Day, Week (Sunday to-Saturday), Work Week (Monday to Friday) and Month.

Creating Schedules

Procedure 16-10 Create a Schedule

Step	Action
1	Select **Schedules** from the **Setup** tab.
2	Select **New** from the dropdown menu. Scheduling editor displays.
3	Enter a name and description for the schedule.
4	Select the required view (choose the view most suitable for the schedule being created, e.g., if you are creating a Monday-Friday schedule, select **Work Week**.
5	Build the schedule by clicking and dragging across the required ranges, selecting hours/days as required. Click after each selection to add to the schedule. You can change selected ranges using the grab handles to increase or decrease as required. Use to remove selected intervals.
6	Select **Save.**

- End -

Applying Schedules

victor supports assigning schedules to actions through the **Event/Schedule Setup** editor. Refer to Events Setup for further information on event configuration.

Step	Action
1	Select **Event/Schedule Setup** from the Build tab.
2	Select **Event/Schedule Setup**. Event Setup editor displays.
3	Drag in required device(s) to display event configurations.
4	Select on the **Action** node. A popup displays all available schedules.
5	Select the required schedules and time zones to apply to the event configuration (Use Add, Remove schedules as required).
6	Select **Save**.

Note:
1. By default an action will trigger at all times. Each Action object will have an 'always on' schedule attached to it. When an action is edited to add a new schedule, the 'always' schedule link attached to the object is removed and the specific schedule is linked.
2. You can assign schedules to all objects in a view by selecting the schedule icon on the column header node.
3. You can also drag schedules into the event setup editor. This allows you to configure when event configurations are Active or Inactive.

- End -

Edit Schedules

The Schedules **Show All** page allows you to view all existing schedules. From within this page you can edit any given schedule's daily occurrences or you can enter each schedule's own editor to change details such as start/end times, intervals and ranges.

Procedure 16-11 Edit Schedules

Step	Action
1	Select Schedules from the **Setup** tab.
2	Select **Show All**. All available schedules display with intervals detailed.
3	To change daily occurrences of schedules:
	a Select '**+**' next to the schedule
	b Check/uncheck the weekdays as required to change the daily occurrences of the schedule intervals
4	To edit schedules:
	a Right click on the schedule
	b Select **Edit**. Schedule editor displays
	c Change **Name** and **Description** in the General section
	d Make changes to schedule timings in the calendar section e.g.:
	• Click and Drag time intervals to move them to different times/days
	• Change the schedule scope by selecting Day/Week/Workweek/Month
	• Use grab handles on schedules to increase or decrease ranges as required
	• Delete time intervals by selecting and pressing Delete (Option is to delete the single occurrence or the whole series)
	• Make schedule ranges 'all day' intervals by selecting and dragging to the top of the calendar

- End -

Active/Inactive Schedules

Whenever a schedule is active i.e., current time is inside its assigned time interval, associated events will be triggered, outside of the schedule's time interval, events will not trigger.

Alerts will continue whether or not the schedule is active.

The Schedules **Show All** page allows you to view all schedules by status: **Active** or **Inactive**. The page updates dynamically as the schedules displayed start and end their assigned time intervals.

External Applications

Introduction

The Add External Applications feature allows users to add shortcuts to the Home tab so external executable files can be launched from within victor client.

A maximum of six external applications can be added.

Add External Applications

You can add a new button to the Home tab which launches any external application already installed on the client.

Note:
External applications are not retained unless saved as part of a layout. If they are not saved as part of a layout, they will not be available if the client is restarted or another layout is selected.

Procedure 17-1 Add External Applications

Step	Action
1	Select **Add** on the **Setup** tab. Selector displays.
2	Navigate to the .exe file of the application to be added.
3	Select the .exe file.
4	Select **Open**. The applications icon displays on the **Home** tab and the program will launch when the icon is selected (Role dependent)

- End -

Edit Application Name

You can change the default name of an external application.

Procedure 17-2 Edit Application Name

Step	Action
1	Right click on the application icon on the **Home** tab.
2	Select **Edit Properties**. Name textbox displays.
3	Edit the name of the application.
4	Select **OK**.

- End -

Remove External Applications

You can remove external application icons from the Home tab.

Procedure 17-3 Remove External Applications

Step	Action
1	Right Click the Icon on the **Home** tab.
2	Select **Remove**. Icon disappears from the Home tab.

- End -

System Values

Introduction

System Values allows you to configure of a range of system wide settings from a single editor. **System Values** is available from the **Setup** tab.

Bandwidth Configuration

victor Client may be deployed in a limited-bandwidth WAN, or on workstations with limited rendering resources. It is therefore desirable to minimize the CPU usage on the client PC.

Bandwidth limits can be assigned to operator and role objects. You can change bandwidth limits for operators and roles by double clicking the **Bandwidth Limit** text boxes and selecting required values from the dropdown.

You can also choose to preserve either **Framerate** or **Resolution** by selecting the appropriate radio button.

If you choose to prefer **frame rate**, then the stream of the highest rate in the offered palette that most closely matches the desired resolution will be selected. If you choose to prefer **resolution**, then the stream that most closely matches the resolution displayed is selected and allow lower frame-rate streams are picked from the palette.

Bandwidth Configuration can be accessed via System Values.

Clip Preferences

Edit Default Clip Duration

Open **System Values** from the **Setup** tab, then select **Clip Preferences**. Set **Default Clip Duration** from the dropdown menu. Available options are: 30 seconds, 1 minute, 5 minutes, 10 minutes, 30 minutes and 60 minutes.

Edit Clip Saving Locations (Local & Remote Directories)

Open **System Values** from the **Setup** tab, then select **Clip Preferences**. Default **Local Directory** can be set. Default **Remote Directory** can be set against each role.

Note:
Default remote directory can be entered as a mapped drive path, it will be automatically converted into UNC (Universal Naming Convention) format.

Watermarks

Watermarking allows custom images to be overlaid on clips exported from victor.

Select **System Values** from the **Setup** tab, then select **Clip Preferences**.

Use and to load or delete watermark images. Supported image file types: .bmp, .jpg, .gif, .png

Use the **Transparency** slider to set watermark transparency (0=Transparent, 100=Opaque)

Select the **Enable Watermarking** checkbox to enable watermarking (system wide value)

Select the **Enable Native Support** checkbox to allow users to export clips in native format.

Note:
1. Clips exported in native format will not have watermark applied. Watermarks can only be applied to AVI/MP4 clips
2. Watermarks images should be created on a transparent background

Custom Icons

Using the custom icons feature, you can assign non-default images as object icons. The icons can be assigned at both Type and Object level enabling specific objects to have a different icon to the object type.

Supported file types: JPG and PNG.

Maximum supported file size: 2MB

Procedure 18-1 Assign Custom Icons

Step	Action
1	Select **System Values** from the **Setup** tab. **System Values** editor displays
2	Select **Custom Icons.** Type and object selectors display.
3	To assign custom icons at type level:
	a Select the type from the **Type** dropdown. Default icons display. Multiple icons may display for each object type as the icons reflect object state.
	b Select **Change** for the relevant icon. **Open** dialog displays.
	c Navigate to and select New icon graphic.
	d Select **Open**. New icon displays next to the object type.
	e Select **Save**.
4	To assign custom icons at object level:
	a Select . Object Selector displays.
	b Navigate to the object.
	c Select **OK.** New icon displays next to the object type.
	d Select **Save**.

Note:
Once Custom Icons have been applied, all client areas displaying object states (device list, site list, maps, etc.) should be refreshed to show updated icons.

- End -

Database Settings

Various database archive settings can be configured using **System Values** database settings editor.

Open **System Values** from the **Setup** tab. Configure Archive, Events and Swipe and Show database settings as required.

Note:
1. Archive threshold size can only be edited when using SQL Server Express
2. UNC (Universal Naming Convention) should be used when entering Archive directory backup path, e.g. *servername**folder*)

Discovery Preferences

Use this editor to configure victor Autodiscovery settings.

Device Discovery values are used to configure general system device discovery behavior:

- **Discovery Enabled** - Select to enable/disable discovery mode
- **Startup Delay** - Time interval the client waits after startup before entering discover mode
- **Poll Frequency** - Time interval defining how often victor polls for discoverable devices

For each device type you can configure:

- **Discovery Enabled** - Select **Enable** to have victor display discovered devices of that type. Select **Disable** to prevent victor discovering devices of that type
- **Dynamic Discovery Ranges -**Used for every device type except VideoEdge, if this is unchecked you should provide an IP and Port range in which to search
- **IP Address Range -** Address range in which victor will search for that device type
- **Port Range -** Port range in which victor will search for that device type
- **Edge Device Discovery Enabled -** Check to enable discovery of Edge cameras
- **Multicast Address -** Used for passive listening (VideoEdge only)
- **Multicast Port -** Used for passive listening (VideoEdge only)

Double Password Protection

Double password protection adds an additional level of security across selected victor global functions, or selected individual objects. When attempting to access functions or objects that have double password protection enabled, the user will be prompted for the Username and Password of a second operator.

Open **System Values** from the **Setup** tab, then select **Double Password Protection**. Check required features to globally protect or select objects using the Object Selector to protect individual objects.

Note:
In the case of conflict, object protection will override global function protection.

Email Preferences

Email settings can be configured in order to use the send still images feature.

Open **System Values** from the **Setup** tab, then select **Email Preferences**. Enter required information and save.

Note:
1. SMTP - Simple Mail Transfer Protocol
2. FQDN - Fully Qualified Domain Name

Journal Filter

The Journal Filter is used to regulate the amount of data being persisted to the victor Application Server database by blocking/unblocking specific alert types.

Video Camera, Recorder Unit and Storage alerts can be blocked/unblocked, everything else will always be written to the database.

Procedure 18-2 Using the Journal Filter

Step	Action
1	Select **System Values** from the **Setup** Toolbar.
2	Select **Journal Filter**. The Journal Filter editor displays.
	To Add **Type** Exceptions:
	a Select in the **Type Exceptions** section. The Type selector dialog displays.
	b Select the Device Type to be filtered.
	c Select **OK**.
	d Select the Type Exception. The row highlights blue.
	e Select the **Alert Category**.
	f Block or Unblock Alerts as required.
	To Add **Object** Exceptions:
	a Select in the **Object Exceptions** section. The Object selector dialog displays.

b Select the Object type as required. The type's objects display to the right.

c Select the Object(s). Use **Select All/Clear All** as required for multiple selections.

d Select **OK**.

e Select the Object Exception. The row highlights blue.

f Select the **Alert Category**.

g Block or Unblock Alerts as required.

Note:

1. You can use to Remove Type/Object exceptions as required.
2. To edit exceptions, select the exception and block/unblock alert types as required.

3 Select **Save**.

- End -

POS Settings

When POS is installed, POS Settings are available and allow for configuration of default search settings and database management.

Open **System Values** from the **Setup** tab, then select **POS Settings**. Here, database settings can be configured, along with the amount of time (in seconds) to be added as padding to search results.

Search Preferences

Search preferences can be configured to customize which lists (Site/Device/Vault) open with the Search and Retrieve Wizard, and which list opens on top.

Open **System Values** from the **Setup** tab, then select **Search Preferences**. Select checkboxes under **Open with Wizard** to choose which lists open with the Search and Retrieve Wizard. Select which list to open on top using the buttons under **Top Most**.

Video Layout Preferences

Video Layout Preferences allow configuration of which layouts are available for selection.

Open **System Values** from the **Setup** tab, then select **Video Layout Preferences**. By default, all layouts are selected. Layouts that are selected are available for selection from the surveillance pane, virtual matrix and salvo editors.

Video Preferences

Open **System Values** from the **Setup** tab, then select **Video Preferences**.

Surveillance Preferences

Various surveillance preferences can be configured here, including displaying times in UTC and hiding of virtual PTZ controls when in Picture in Picture mode.

Fisheye Lens Default Settings

Default behavior when using Fisheye lens should be set here. Use the dropdown menus to select default de-warped mode - 'Rectilinear' or 'Panoramic'.

Third Party Application

Set which third party application should be used to edit still images. Select then navigate to the executable file (.exe) for the preferred image editor.

Video Overlay Preferences

Set font size and color for video overlay in relation to Camera/Recorder and Date/Time information.

Frame Expiry Preferences

This setting uses values from 1 to 20 seconds. In limited bandwidth environments, setting the value allows you to tell victor how long the system should wait for the next 'good' frame before displying a blank frame.

Select the **Never Expire** checkbox to ensure no blank frames are ever displayed

VideoEdge Port Setup

LAN streaming can require a large number of User Datagram Protocol (UDP) ports to be open. Configuring port ranges in **System Values** (**Port Setup**) enables traffic to pass through networks with restricted port configuration.

Note:
Restricting ports can also help to make your system more secure.

Default values are:

victor Client UDP port range:Start **6000** End **7999**

VideoEdge server UDP port range:Start **32200** End **38199**

Introduction

The victor Application Server incorporates an industry-standard relational database used to manage and maintain a single record of:

- Authorized users/passwords
- Associated recorders and cameras
- Roles and permissions
- Alarm and event journals
- Client license status

Only one instance of victor Application Server is required per site regardless of the number of recorders, clients or cameras connected.It can be installed on the same PC as the client for smaller sites or on a separate server for larger sites.

The victor Application Server stores data relating to operator profiles, role information, objects, object status and who,and what interacts with your video network.

Providing a single point of access for users to manage multiple recording devices, it utilizes SQL Server's database functionality to provide authentication for client users, as well as central monitoring and administration of multiple recording platforms over a Wide Area Network (WAN).

The default victor Application Server record is located at the <client> section of the 'config' file but up to twenty server records are supported. victor Application Servers can be added, deleted and edited using the victor Application Servers editor on the Build tab of victor client.

Add a new victor Application Server

You can Add, Edit and Delete victor Application Server records using the server editor.

Note:
Each victor Application Server installation supports up to 20 records.

Add a new victor Application Server

Procedure 19-1 Add a new victor Application Server

Step	Action
1	Select **victor Application Servers** from the Build tab.
2	Select Edit from the dropdown menu. **victor Application Servers editor** displays.
3	Select . New blank record is created in victor Application Server list.

4 Double click the **Display Name** text box.

5 Enter a Name for the victor Application Server.

6 Double click the **IP Address/Domain Name** text box.

7 Enter IP Address/Domain Name as required.

8 Double click the Port textbox.

9 Enter the Port number as required (Port numbers 1026-65535 are supported).

10 Select the **Default** radio button if the new victor Application Server is to become the default.

Note:
The default victor Application Server refers to the server that the client automatically connects to when single sign on is turned ON. This is the server which will display first on the victor Application server list on the login dialog.

11 Select **Save.**

- End -

Edit victor Application Server

You can Add, Edit and Delete victor Application Server records using the server editor.

Procedure 19-2 Edit victor Application Servers

Step	Action
1	Select **victor Application Servers** from the Build tab.
2	Select **Edit** from the dropdown menu. Server editor displays.
3	Double click in relevant textboxes to edit values.
4	Select **Save**.

- End -

Switch victor Application Server

Procedure 19-3 Switch victor Application Server

You can switch the victor Application Server which victor client is connected to.

Step	Action
1	Select from the client title bar. Operator log out dialog opens.
2	Select Log out. The client sign in dialog opens.
3	Select or enter the Domain from the Domain pull-down menu.
4	Enter Username in the username text box.
5	Enter Password in the password text box.
6	Select the victor Application Server to switch to from the dropdown.
7	Select **OK**.

- End -

Change Default victor Application Server

Procedure 19-4 Change default victor Application Server

You can change the default victor Application Server victor client connects to.

Step	Action
1	Select **victor Application Servers** from the Build tab.
2	Select Edit from the dropdown menu. A list of all servers displays.
3	Select the Default radio button of the victor Application Server you wish to make default.
4	Select **Save.** Refer to Save and Close options for more information.
5	Close and restart victor client. You will now connect to your selected default victor Application Server.

- End -

Delete victor Application Server

You can delete victor Application Server records from the system

Note:
The default victor Application Server cannot be deleted.

Procedure 19-5 Delete victor Application Servers

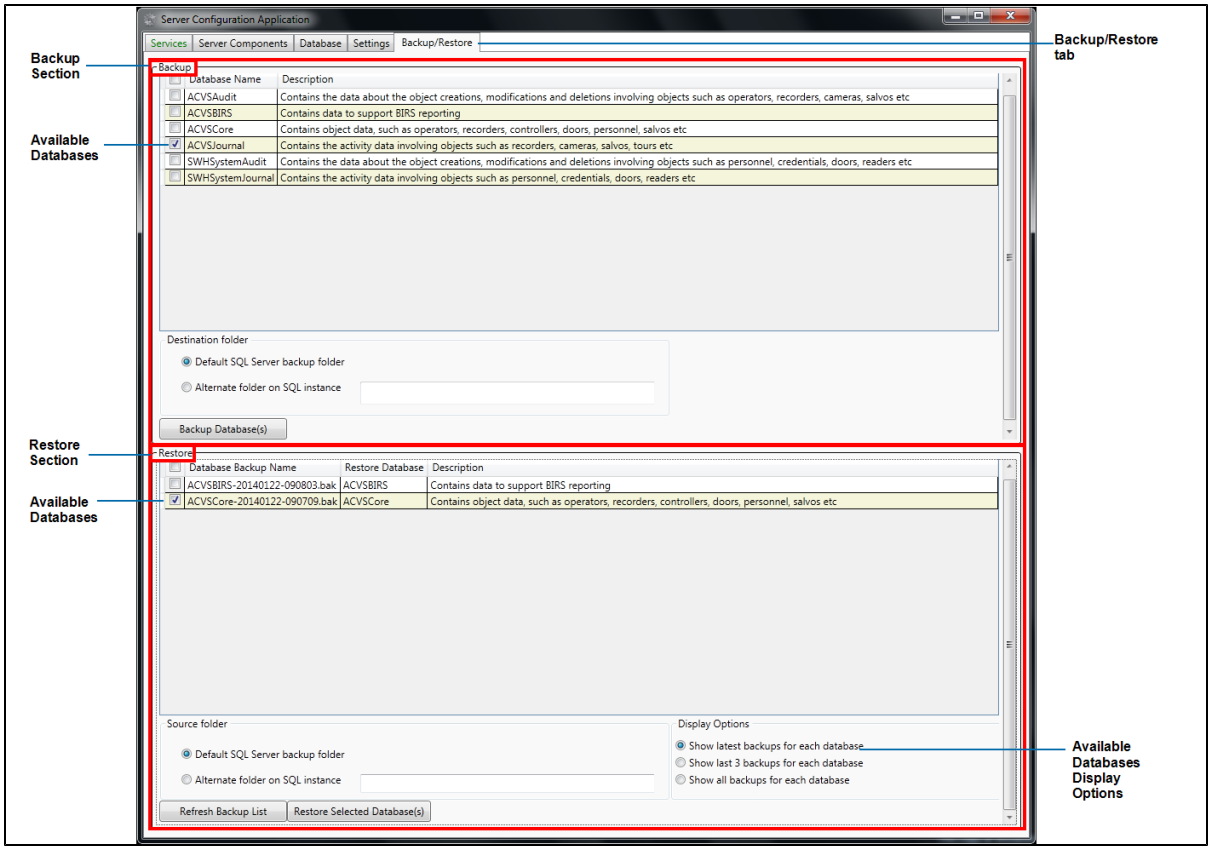
Step	Action
1	Select **victor Application Servers** from the build tab.
2	Select **Show All**from the dropdown menu.
3	Right click on the server to be deleted.
4	Select **Delete**. **Are you sure you want to delete the specified object** warning displays.
5	Select **Yes** to delete or **No** to cancel.

- End -

Database Backup/Restore

The database backup/restore feature provides a means to collect,save and restore system data. You can backup an existing Tyco database or restore a database from a specified folder location for the system SQL instance.

The Backup/Restore tab is split into 2 sections - the upper section is used for Database **Backup** procedures, the lower section for **Restore** procedures as shown below:



Procedure 19-6 Backup/Restore databases

Step	Action
1	Open the **Server Configuration Application**.
2	Select **Backup/Restore** tab.

To **Backup** a database:

a Select the required database(s) using the checkboxes next to each database (double click required). Or select **All Databases** using the topmost checkbox.

b Choose the **Destination Folder** to host the backup (you can select the default SQL folder or specify an alternate folder).

c Select **Backup database(s)**. (Backup progress is indicated during the operation). If operation is successful a dialog displays stating **Backup(s) complete**.

d Select **OK**.

To **Restore** a database:

a Open the **Server Configuration Application**.

b Stop the Crossfire framework Services in the **Services** tab.

c Select **Backup/Restore** tab.

d Choose the **Source Folder** which hosts the required backup (you can select the Default SQL folder or specify an Alternate folder).

Note:
If an alternate location is used, you need to specify the location and click **Refresh Backup List** to display available backups in that location.

e If required, use the **Display Options** control to view and filter available databases.

f Select **Refresh Backup List** to display available backups.

g Select the required database(s) using the checkboxes next to each database (double click required). Or select **All Databases** using the topmost checkbox.

h Select **Restore Selected Databases**. Confirmation dialog displays.

Note:
1. If Framework services have not been stopped (step b) an error dialog will display instructing you to stop the services and try again
2. A warning dialog displays informing of potential data loss due to the restore.

i Select **OK** (Backup progress is indicated during the operation). If operation is successful a dialog displays stating **Restore(s) complete**.

Caution

The **Restore Backup** procedure overwrites ALL current victor system data.

- End -

Vault

Introduction

The vault feature provides the ability to protect media items (audio and video) from VideoEdge NVR (v4.2+) recorders.

Vaulting an item applies a rule to a specific segment of media, tagging it as protected and preventing it from data culling.

Media can typically be vaulted from:

- Direct Export (Clips)
- Event Viewer - via Export Clip
- Activity List - via Right Click Investigate
- Search Result List - via Clip Export
- Map Viewer - via Export Clip

Note:
Vault option is disabled when non supported recorders are selected and when both non supported and supported recorders are selected, a warning message is displayed.

Vault List

All vaulted items are listed in the vault list.

From the vault list you can:

- Drag items into the Search and Retrieve wizard and use the vault criteria as a basis for a search. This selects the camera and date and time

  Note:
  1. If a subsequent vaulted item belonging to the same camera is dragged into the search and retrieve wizard, it replaces the original selection and changes the search time frame accordingly.
  2. If the vault item belongs to a different camera, a Yes/No dialog displays offering the option to override the timeframe and have both cameras selected.
  3. You can also drag cameras and/or dates from the vault list into the wizard. This means one camera can contain multiple vaults. In these instances the time range is changed to have a start time of the earliest vault time and an end time of the latest.

- Drag items into a surveillance pane in which the items are treated as cameras
- Double click items to launch investigator mode, paused at the item's start time

Hovering on each level of item in the Vault list displays a summary of what is contained in the level below.

Procedure 20-1 Display the Vault List

Step	Action
1	Select **Clips** from the **Home** tab.
2	Select **Vault List** from the dropdown menu.

- End -

Vault Explorer

The Vault Explorer provides a means to filter vaulted items by Recorder, camera and time range.

It lists all recorders containing vaulted items, branching for each camera with vaulted data.

Procedure 20-2 Locate items using the Vault Explorer

Step	Action
1	Select **Clips** from the **Home** tab.
2	Select **Vault Explorer** from the dropdown menu. Vault Explorer displays.
3	**Recorder Filter Section** - Select the checkbox for each of the recorders to filter by. Cameras that are associated with the selection and have vaulted media display in the Camera Filter section.
4	**Camera Filter Section** - Select the checkbox(es) for each camera to filter by.
5	Select: a **Date/Time Filter** - Select either Recorder Local or UTC. b **Date/Time Filter** - Select **Use Filter** if required. c Select **Start** and **End** time and Dates. Results display in Results section.

- End -

Introduction

The Video Wall feature uses Client to Client Communication to enable layout components to be sent between displays attached to different workstations.

Note:
1. Client to Client communication is a licensable feature.
2. Because victor Express is limited to a single client connection, Client to Client communication is not available.

In order to send components to a receiving client, the component must be open on the sending client, therefore the role of the sender must allow viewing of the layout component. Similarly the receiver's role must allow viewing of the component.

Typically, components are sent between workstations using the '**Send To**' feature of an object's context menu.

Configure Client to Client Communication (Workstations)

Client settings for client to client communication are configured in the workstation editor. These settings determine how a workstation behaves when a client to client request is sent/received.

There are four main settings:

Setting	Description
Local Removal After Sending	This controls whether components sent from a workstation remain open on the sender's workstation. Default is **On**
Turn Off Client to Client Communication	This controls whether a workstation automatically accepts or rejects requests. When selected, receiving workstations will not automatically accept components. Instead, the sender is informed that the receiving workstation is configured to reject and asked whether to force the component. If the component is forced, the receiver is asked whether to accept the request and select **Yes** or **No**. The Sending workstation is informed that the receivers client to client communication is turned off in 2 ways: • A Reject Dialog displays when attempting to send. • Receiver's Name highlights Red. Default is **Off**
Maximize on Primary Monitor	This controls whether a received component displays Full Screen. Default is **On**

Agent	When Using the Send To feature, users need to navigate to displays via their attached workstations. Configuring a workstation as an Agent means the displays attached to the workstation appear as local displays in relation to sender's workstations so the workstation level is avoided. Default is **Off**

Procedure 21-1 Configure Client to Client Communication

Step	Action
1	Select **Devices** from the **Home** tab. Device List displays.
2	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
3	Right Click on the workstation to be edited.
4	Select **Edit**. Workstation editor displays.
5	Expand the **Client to Client Communication** section.
6	Select or Deselect the Checkboxes as required to configure the workstation.
7	Select **Save**.

- End -

Configure Client to Client Communication (Displays)

You can Turn off Client to Client communication for individual displays.

When selected, this option rejects all client to client requests automatically. The sender is informed that the receiver is configured to reject the request and asked whether to force it. In this case the receiver is asked whether to accept the request and is presented with a Yes/No dialog.

The sending workstation is informed if a receiving workstation is in Reject mode in two ways:

- A 'Rejecting' dialog displays next to the display when attempting to send
- The receivers display name highlights red, indicating client to client communication is turned of for that display

Procedure 21-2 Configure display client to client settings

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Select ▷ next to the workstation which is attached to the display to be edited.
3	Select ▷ next to **Monitors**.
4	Right click the display to be edited.
5	Select **Edit**. The display editor opens.
6	Expand the **Client to Client Communication** section.

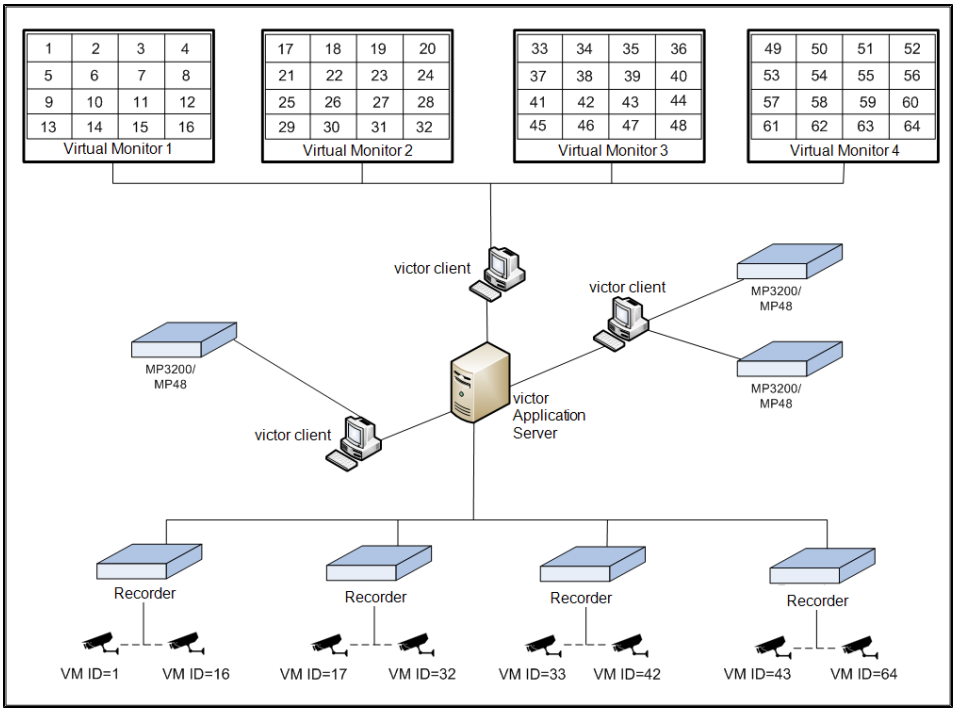
7 Select/Deselect the Turn off Client to Client Communication checkbox as required.

8 Select **Save**.

- End -

Introduction

Virtual Matrix allows users to switch video in display panes of surveillance windows using a CCTV keyboard as if the video panes were all monitors attached to a traditional analog matrix.



Create a Virtual Matrix Profile

You can define and add virtual matrix profiles to the system.

Procedure 22-1
Create a Virtual Matrix Profile

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select New from the dropdown menu. Virtual Matrix Editor displays.
3	Enter a **Name** and **Description** in the General Section.
4	The **Enabled** checkbox is selected by default, deselect to disable the virtual matrix.
5	Expand the **Settings** Section. Select checkboxes as required for:

- **Monitor Number Overlay** - Select if monitor numbers are to be displayed in the Virtual Matrix
- **Override User Layout** - Select if you require the activation of the Virtual Matrix to close any existing camera views.

6 Expand the **Cameras** Section. All available cameras are listed and assigned default virtual numbers.

7 If required, renumber cameras:

To renumber a single camera:

a Select the camera row

b Change the virtual number in the renumber cameras textbox

c Select **Selected**

d Repeat as required for subsequent cameras

To renumber a range of cameras

a Select the renumber cameras textbox

b Enter the first number of the range to be assigned

c Select **All**. Virtual number range updates

8 Expand the Call ups section. All available call ups are listed.

9 If required, renumber call ups:

To renumber a single call up:

a Select **Tours** or **Salvos** tab as required

b Change the virtual number in the renumber call ups textbox

c Select **Selected**

d Repeat as required for subsequent call ups

To renumber a range of call ups:

a Select the renumber textbox

b Enter the first number of the range to be assigned

c Select **All**. Virtual number range updates.

10 Expand the **Monitors** section.

To add monitors:

a Select . Dropdown menu displays

b Select **Virtual Display** or **Analog Matrix** as required. Selection displays in monitor list.

Note:
1. When adding an MP48 to a virtual matrix profile, the recorder inputs at the top of the camera list are automatically moved to the bottom. (You can manually edit the positions.)
2. When adding **more** than one MP48 analog matrix, it should be noted that the camera inputs of the second analog matrix will be assigned virtual numbers in the sequence the 'excluded' entries are unticked.

---

c Change **Video Layout** and **Workstation** as required by double clicking the relevant field and selecting from the dropdown menu.

d Repeat as required to add more monitors. (Maximum 4 virtual displays per workstation)

To renumber monitors:

a Deselect the **Add monitor ranges automatically** checkbox. **First pane** field becomes a textbox.

b Assign numbers manually by entering values in the **First pane** textboxes. Last pane field updates according to the number of panes associated with the selected layouts.

11 Select **Save**.

- End -

Renumber Camera Virtual Numbers

The device list orders cameras alphabetically while the virtual matrix builds its camera list when first created. As new cameras become available they are appended to preserve the virtual numbering.

This means the virtual matrix list of cameras is not always in the same order as the device list.

Virtual camera numbers are labeled 1 through 99999 by default. Individual virtual numbers may be changed or whole ranges may be assigned new values.

Note:
Keyboards may not be able to call all virtual camera numbers as different keyboards have limits on the highest number they can recognize.

Renumbering affects the command needed to call up a particular camera, so if you renumber cameras starting at '99', then to call up the first camera you need 99M+#K.

Procedure 22-2 Renumber Camera Virtual Numbers

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right Click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix Editor displays.
5	Expand the **Cameras** section.

To renumber a single camera:

a Select the camera row

b Change the virtual number in the renumber cameras textbox

c Select **Selected**

d Repeat as required for subsequent cameras

To renumber a range of cameras

a Select the **Renumber cameras** textbox

b Enter the first number of the range to be assigned

c Select **All**. Virtual number range updates

6 Enter the new camera ID in the Renumber Cameras text box.

7 Select **Save**.

- End -

Renumber Call ups in a Virtual Matrix

You can renumber the default numbers assigned to call ups in a virtual matrix either individually or by range.

Procedure 22-3 Renumber Call ups in a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right Click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix editor displays.
5	Expand the **Call ups** section.
6	Select **Tours** or **Salvos** as required.
	To renumber a single call up:
	a Select the call up row
	b Change the virtual number in the renumber textbox
	c Select **Selected**
	d Repeat as required for subsequent call ups
	To renumber a range of call ups
	a Select the Renumber textbox
	b Enter the first number of the range to be assigned
	c Select **All**. Virtual number range updates
7	Select **Save**.

- End -

Edit Monitors (Virtual Matrix)

You can add and remove monitors from virtual matrices. A maximum of 4 virtual displays can be added to each workstation.

Procedure 22-4 Edit Monitors (Virtual Matrix)

Step	Action
1	Select **Virtual Matrix** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right click the virtual matrix to be edited.
4	Select **Edit**.
5	Expand the **Monitors** section.
	To add Monitors:
	a Select . Dropdown menu displays
	b Select **Virtual Display** or **Analog Matrix** as required. Selection displays in monitor list.
	c Change **Video Layout** and **Workstation** as required by double clicking the relevant field and selecting from the dropdown menu.
	d Repeat as required to add more monitors. (Maximum 4 virtual displays per workstation)
	To remove monitors:
	a Highlight the monitor row.
	b Select . Monitor is removed
	To renumber monitors:
	a Deselect the **Add monitor ranges automatically** checkbox. **First pane** field becomes a textbox.
	b Assign numbers manually by entering values in the **First pane** textboxes. Last pane field updates according to the number of panes associated with the selected layouts.
	To change Video Layouts:
	a Double click the video layout of the display to be changed. Available video layouts display.
	b Select the required layout. Video layout and pane numbers update.
	To change monitor workstation:
	a Double click the workstation name of the virtual display. List of available workstations displays.
	b Select workstation as required.
6	Select **Save**.

- End -

American Dynamics

Introduction

You can add Megapower 3200 and MegaPower 48 Plus analog matrices to the system. Each matrix can specify one or more workstations to which they are serially connected. Once added to the system, the matrices will be available for inclusion in virtual matrix profiles so they can be controlled from a particular workstation via an attached keyboard.

Once the matrix has been added to the system, it will be displayed along with other system devices in the Device List.

A typical analog matrix configuration will have video feeds to the matrix coupled to a recorder which may already be part of the victor system. With this setup the virtual matrix allocates a camera Id to both the recorder camera and the analog matrix input.

Camera mapping is required to allow playback from keyboard "Orange Buttons"; when the user selects a camera associated with the analog matrix this will allow the virtual matrix to identify its associated recorder if one is available and take the appropriate action to retrieve the clip and playback the video or signal an invalid operation.

Analog Matrix Editor

Using the Analog Matrix editor you can configure basic matrix properties via the General and Analog Matrix Setup sections.

The Workstation Connections section is used to configure the COM Port, Baud Rate and Playback Monitor specific settings for each workstation matrix connection. Remote workstations can be dragged and dropped here from the Device List.

The Inputs and Analog Matrix Playback Configuration section of the editor is used to configure camera mappings. Camera mappings are required to enable playback from keyboard ‘Orange Buttons’.

To configure the camera mappings, video streams which are already present on the victor system via a recorder are dragged from the device list onto the Analog Matrix editor "Camera Mapping" list. To manipulate the sequence of the list, delete, move up and move down functionality is available via a toolbar and context menu.

Satellite Sites - The MP3200 allows a satellite site configuration permitting a site to access the resources of one or more remote sites. This feature is not available on MP48 nor MP48+ matrices.

Before adding an analog matrix it should be correctly configured via its supporting configuration application (EasyCPU for MP3200 and Easy 48 for MP48).

Note:
1. Any video stream and monitor resources configured during the victor setup are always considered available to the associated victor workstation.
2. Once an Analog Matrix has been added to victor, the victor workstation will always expect it to be available, no attempt will be made to poll the device for status.

Sites

Any cameras not associated with an Analog Matrix are assigned to Site "0".

The following keyboards do not allow for the calling of site '0':

- ADCC200
- ADCC300
- ADCC1100

For these models, you can use the keyboard's context menu **Return to Home** option to switch to site0.

Create an Analog Matrix

Users can define and add a analog matrices to the system using the Analog Matrix editor.

Procedure 23-1 Create and Analog Matrix

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select New from the drop down list.
3	In the General section enter a name in the Name text box.
4	Enter a description in the Description text box.
5	The Enabled checkbox is selected by default. To disable the Analog Matrix, deselect the checkbox.
6	Expand the Analog Matrix Setup section. Select the model to be added: • MegaPower 3200 Or • MegaPower 48
7	Enter the Site number in the Site textbox. **Note:** Sites textbox is only available if MP3200 has been selected at Step 6.
8	Enter the number of cameras in the Camera Count textbox.
9	Enter the number of monitors in the Monitor Count checkbox.
10	Enter a Username in the Username textbox.
11	Enter a password in the Password textbox.
12	Check the Requires Authentication checkbox if you require users to authenticate before accessing the analog matrix.
13	Expand the Workstation Connections section. Use this section to configure workstations associated with the analog matrix.
14	Select the workstation to attach the analog matrix to. (The current workstation is automatically added to the connection list along with default values for COM port, Baud rate and Playback Monitor, to add further remote workstations, drag them from the device list as required.)

15 Double click default COM port and select an alternative from the dropdown if required.

Note:
1. If a COM port is already in use by another device, it will appear as greyed out in the drop down list. You can see which device is using the COM port by viewing the tooltip.
2. Select Blank to have no COM port assigned.

16 Double click default Baud Rate and select an alternative from the dropdown if required.

17 Double click default Playback Monitor and select alternative from the dropdown if required.

18 Double click default value for Playback to Analog Matrix.

19 Select or deselect the Enabled checkbox to enable or disable the feature.

20 Enter the Matrix Input value in the Matrix Input textbox.

21 Add further remote workstations by dragging and dropping them from the Device List onto the Connection List.

22 Configure remote workstations as required (Refer to Steps 13-20 above).

23 Expand Inputs and Analog Matrix Playback Configuration Section. Use this section to configure camera mappings and assign Pseudo numbers to analog inputs.

24 Associate video feeds as required by dragging cameras or recorders from the device list into the Inputs Configuration list.

25 Expand the Satellite Sites section.

26 Drag required Satellite Sites from the Device list into the Satellite Sites list in the editor.

27 Select **Save**.

- End -

Edit Analog Matrix - General/Setup Properties

You can make changes to general properties of an Analog Matrix. Editable properties include Name, Description, Enabled/Disabled, Model, Camera Count and Monitor Count.

Procedure 23-2 Edit Analog Matrix

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select Show all from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select Edit. Analog Matrix editor displays.
5	Expand the General section if changes are to be made.
6	Make edits as required to: • Name • Description • Enabled (Check or uncheck Checkbox)
7	Expand Analog Matrix Setup if changes are to be made.

8 Make edits as required to:

- Model (Select from dropdown)
- Site (Numerical value only)
- Camera Count (Numerical Value only)
- Monitor Count (Numerical Value Only)
- Username
- Password
- Requires Authentication (Check or uncheck checkbox)

9 Select **Save.**

- End -

Edit Analog Matrix - Add/Remove/Edit workstation connections

You can add/remove workstations associated with the matrix as well as change the COM Port, Baud rate and Playback Monitor of specific workstations.

Procedure 23-3 Edit Analog Matrix - Add/Remove/Edit workstation connections

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select Show all from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select Edit. Analog Matrix editor displays.
5	Expand the Workstation Connections section.
6	To Add a remote workstation to the list: a Select the Workstation in the Device List. b Drag the workstation to the Workstation Connections list. c Release the workstation. The list updates to include the new remote workstation.
7	To Edit properties of a workstation: a Double click the value to be changed. b Select the new value from the drop down list. Value updates to the new selection.
8	To Remove a workstation from the list: a Select the workstation to be removed. b Right Click the workstation. c Select Remove 'Workstation Name'. Workstation list updates.
9	Select **Save.**

- End -

Edit Analog Matrix - Configure Inputs

You can configure camera mappings and associations within the Analog Matrix editor. Camera mappings are required to enable playback from keyboard 'Orange Buttons'.

Procedure 23-4 Edit Analog Matrix - Configure Inputs

Step	Action
1	Select Analog Matrix from the Setup tab.
2	Select Show all from the drop down menu.
3	Right click the Analog Matrix to be changed.
4	Select Edit. Analog Matrix editor displays.
5	Expand the Inputs Configuration section.
6	Drag video feeds from the device list as required and drop them into the list. You can drag recorders or cameras into the list.
	a Drag a video stream (Camera OR Recorder) from the device list and drop it in the inputs list. The list populates with the video streams.
	b If required, renumber the default Pseudo Numbers.
	• To renumber a single input:
	a Select the cell containing the Pseudo number to be changed.
	b Enter the new number in the textbox at the top of the section between the All and Selected buttons.
	c Select Selected. The new number displays in the Pseudo number list.
	• To renumber all inputs:
	a Enter the first number of the new range in the textbox at the top of the section between the All and Selected buttons.
	b Select All. All numbers change to the new selection.
7	You can edit the sequence of the list as well as change video streams by using the list's context menu.
8	Select **Save.**

- End -

Add/Remove satellite sites

Satellite Sites - The MP3200 allows a satellite site configuration permitting one site access to the resources of one or more remote sites. This feature is not available on MP48 nor MP48+ matrices.

Procedure 23-5 Add/Remove satellite sites

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be edited.

4 Select **Edit**.

5 Expand the **Satellite Sites** section.

6 To Add a Satellite Site:

a Select the Analog Matrix from the Device List.

b Drag and Drop the Analog Matrix from the Device List into the Satellite Site list.

7 Select **Save.**

- End -

Reconnect to an Analog Matrix

You can reconnect to an Analog Matrix if a connection has been broken, without needing to edit the properties of the Analog Matrix.

Procedure 23-6 Reconnect to an analog matrix

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select next to Analog Matrices in the Device List window. All analog matrices are listed.
3	Right click the Analog Matrix that needs to be reconnected.
4	Click Reconnect. The analog matrix is reconnected.

Note:
The Reconnect option will be disabled if the analog matrix is disabled, or, if the local workstation details are incorrect in the Workstation Connections section.

- End -

Introduction

Various CCTV Keyboards, Multimedia Controllers and Joysticks are supported in victor for surveillance control.These can be used to navigate and switch video streams in display panes of surveillance windows and virtual matrices.

Serial keyboards have fixed functionality within the victor surveillance environment whereas Joysticks,Gamepads and other Multimedia controllers are configurable.

Controller button configuration (General Information)

Some controllers are 'Plug and Play', others support configuration within victor, see below:

Controller Device	Button configuration options
AD/Pelco Serial Keyboards	Not Applicable: Refer to manufacturer's instructions for default settings.
System Keyboard (Standard QWERTY)	Not Applicable: Refer to System Keyboard Commands for default settings.
ExacqVision Keyboards (VM Desktop Model 100-590-2130)	Via victor Client: Keyboards>Joystick Configuration.
Axis 295 Video Surveillance Joystick **Axis T8311 Video Surveillance Joystick**	Via victor Client: Keyboards>Joystick Configuration.
Gamepads	Via victor Client: Joystick>Gamepad Configuration (refer to Gamepad controller configuration
ShuttlePRO v2	Not Applicable. Refer to ShuttlePRO v2 controller for default settings.

System Keyboards

You can add a standard Windows keyboard and use it as a CCTV keyboard.

Note:
When using a system keyboard, surveillance commands can only be sent if the surveillance window has focus. Other controllers will operate regardless of whether the surveillance window has focus.

Refer to System Keyboard Commands for a list of user commands.

Procedure 24-1 Add a System Keyboard

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter a name for the keyboard in the **Name** textbox.
4	Enter a description for the keyboard in the **Description** textbox.
	Note: The Enabled checkbox is checked by default, deselect the checkbox to deactivate the keyboard.
5	Expand the **Keyboard** section.
6	Select **System Keyboard** from the **Model** dropdown. The **COM Port** and **Baud Rate** dropdown lists disappear.
7	Select **Save.**

- End -

System Keyboard Commands

When using a system (QWERTY) keyboard, the following commands are available:

Command	Action	Command	Action
Arrow Keys	Pan/Tilt	w	Stop
Number Pad Arrow Keys	Pan/Tilt	e	Pause
+/- (Number Pad)	Zoom in/Out	r	Play
-/=	Zoom in/Out	t	Fast Forward
#m	Monitor (# is a number: 1-999)	s	Jump to Date (4 digits in month/day format)
#k	Camera (# is a number: 1-9999)	d	Jump to Time (4 digits in 24 hour format)
q	Rewind	#s	Site

Serial Keyboards

Any of the listed AD/Pelco keyboards can be used in victor.

Procedure 24-2 Add an AD/Pelco Keyboard

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter a name for the keyboard in the **Name** textbox.
4	Enter a description for the keyboard in the **Description** textbox.

Note:
The Enabled checkbox is checked by default, deselect the checkbox to deactivate the keyboard.

5	Expand the **Keyboard** section.
	a Select the required **Model** from the dropdown.
	b Select the required **COM Port** from the dropdown.
	c Select the required **BAUD Rate** from the dropdown.
6	Select **Save.**

- End -

System/Serial Keyboards: Supported functionality

	Serial Keyboards						
Feature	**System**	**ADTTE**	**AD 2088/89**	**ADC0200**	**ADC0300**	**ADC1100**	**Pelco KBD300A***
Camera/Monitor Call up	✓	✓	✓	✓	✓	✓	✓
Standard PTZ Control	✓	✓	✓	✓	✓	✓	✓
Keyboard Macros			✓			✓	
Salvos		✓	✓	✓	✓	✓	✓
Tours		✓	✓	✓	✓	✓	
Patterns		✓	✓				
Presets		✓	✓	✓	✓	✓	✓
Focus/Iris Control		✓	✓	✓	✓	✓	✓
Flip		✓	✓	✓	✓	✓	
Site	✓	✓	✓	✓	✓	✓	
Keyboard Functionality**							

*Using ASCII protocol (Pelco Keyboard requires an RS422-RS-232 converter)

** See Keyboard/Matrix Switcher Manual for specific functionality

Note:
1. When using a system keyboard, commands can only be sent if the surveillance window has focus. Other keyboards are not affected and will continue to operate whether the surveillance window has focus or not.
2. System keyboards cannot be edited from remote clients.
3. Repeat should be set to '**Off**' for all keyboards. Refer to the keyboard user documentation for instructions.

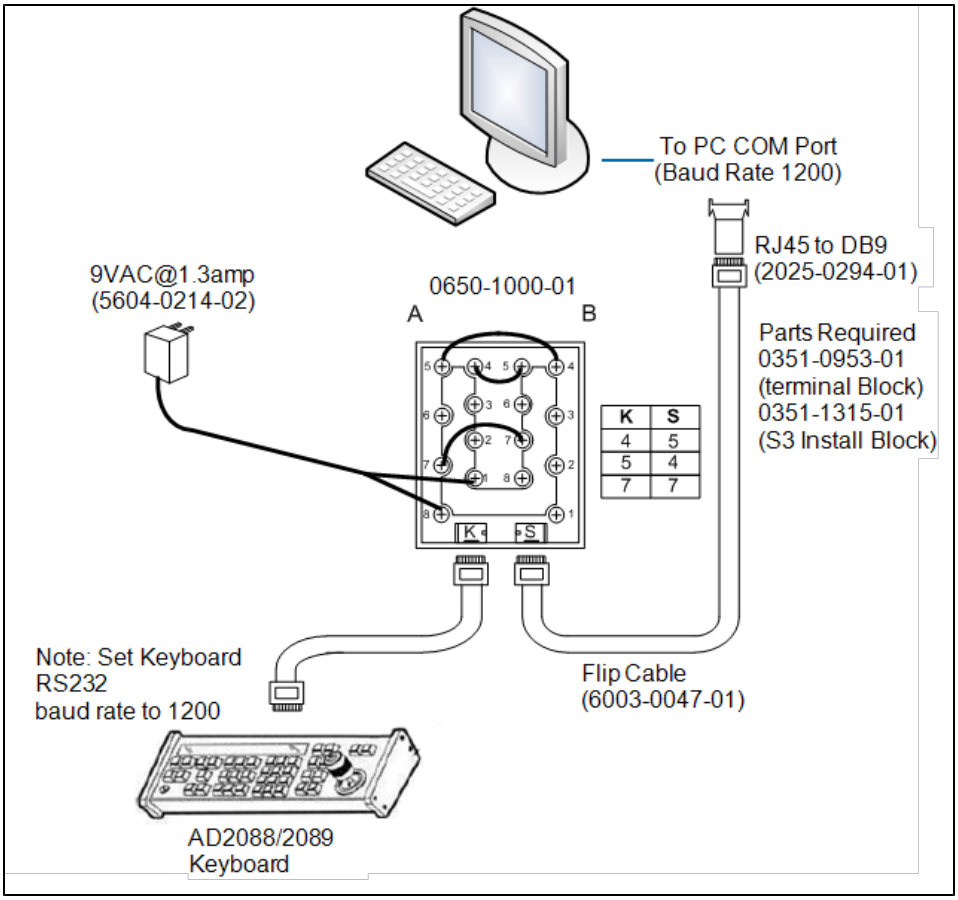
American Dynamics Serial Keyboard Installation

Wiring diagrams for installing keyboards:

AD2088, AD2089, ADTTE, ADCC1100 ADCC200, ADCC300

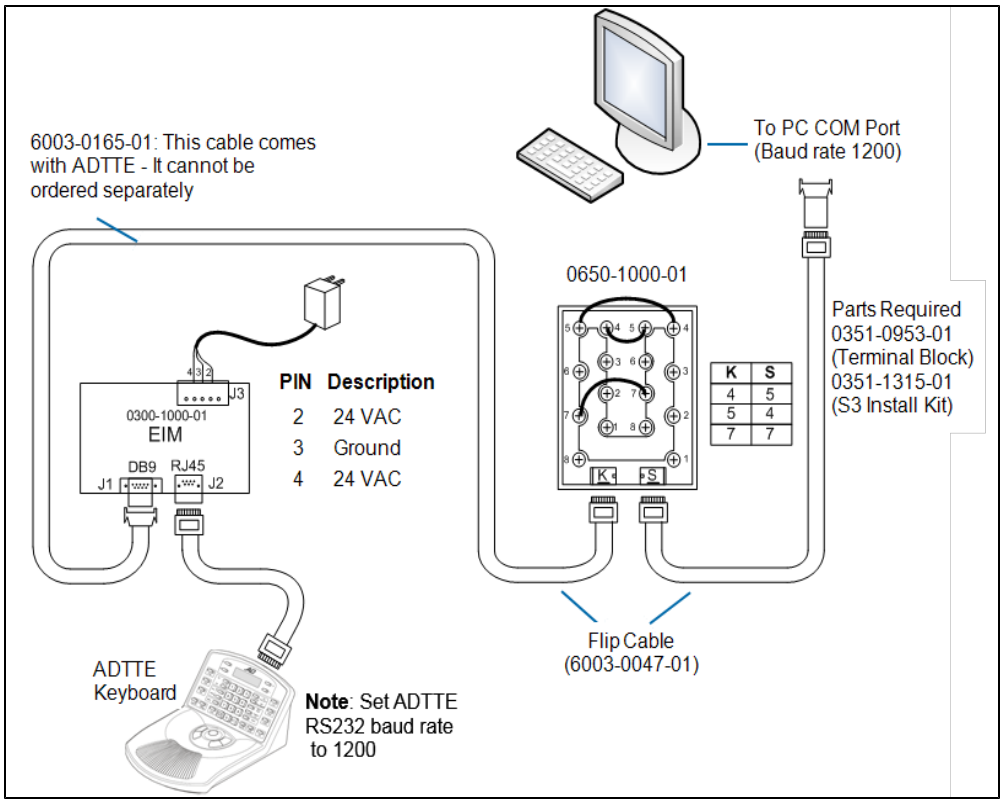
AD2088 and AD2089

Note:
To install the AD2088 and AD2089 Keyboard, you require the Keyboard PC kit (ADACKBPC2000)



ADTTE

Note:
To install the ADTTE Keyboard, you require the Keyboard PC kit (ADACKBPC2000)

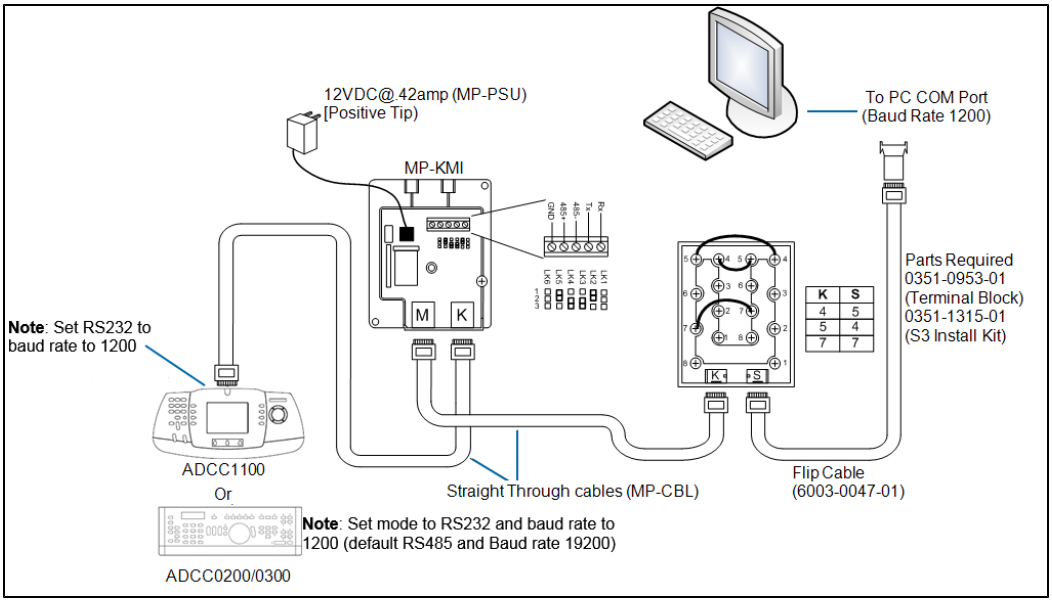


ADCC100 or ADCC0200/0300

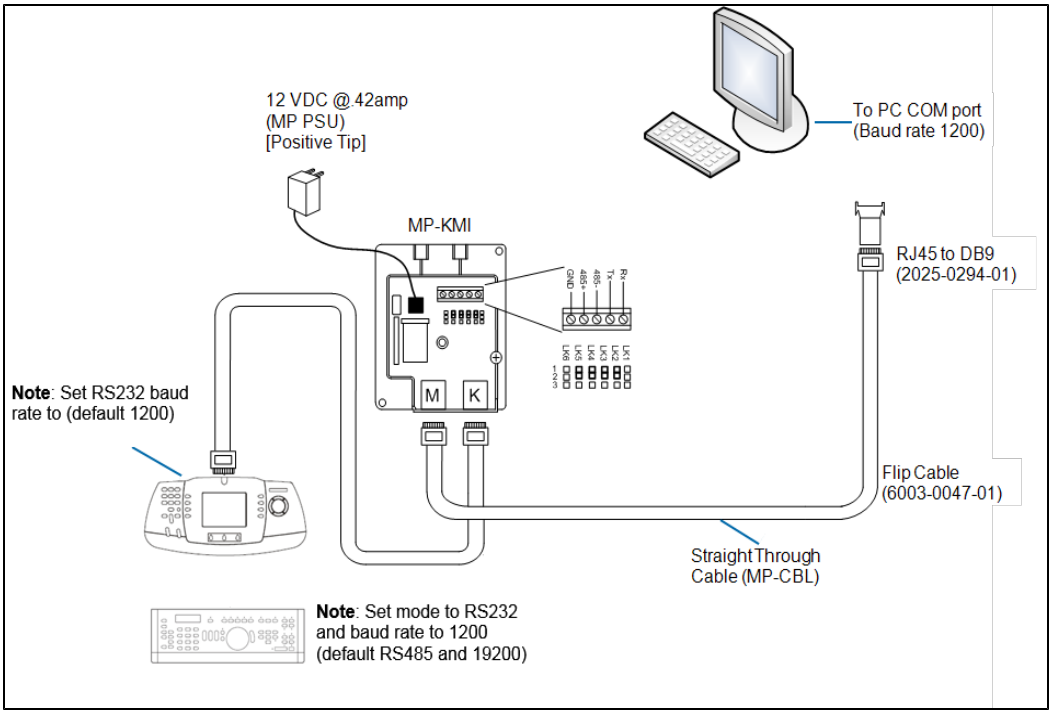
Note:
To install the ADCC100 or ADCC200/300 Keyboards, you require the Keyboard PC kit (ADACKBPCMPCC)

There are three Methods of connecting ADCC100 or ADCC0200/0300:

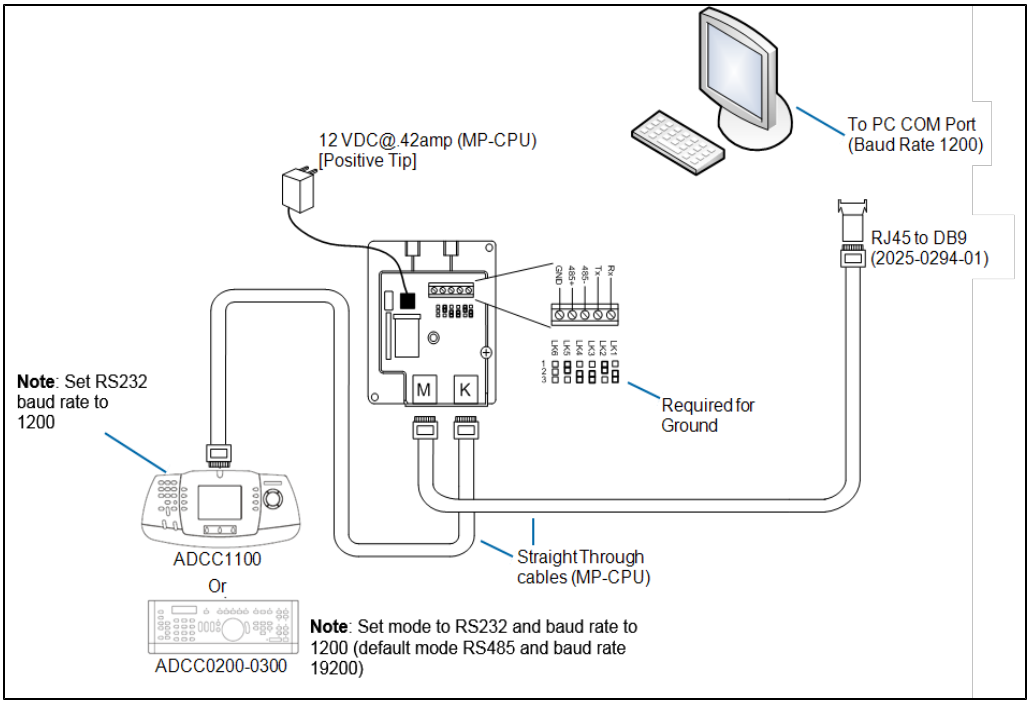
- **Method 1**



- **Method 2**



- **Method 3**


To PC COM Port
(Baud Rate 1200)
12 VDC@.42amp (MP-CPU)
[Positive Tip]
RJ45 to DB9
(2025-0294-01)
GND
485-
TX
RX
M
K
Note: Set RS232
baud rate to
1200
Required for
Ground
ADCC1100
Or
Straight Through
cables (MP-CPU)
Note: Set mode to RS232 and baud rate to
1200 (default mode RS485 and baud rate
19200)
ADCC0200-0300

Joystick/Gamepad configuration

ExaqVision controllers configuration

ExaqVision Default button assignments

Note:
1. '**#**' Button is not configurable
2. Number pad keys are not configurable

Button	Action	Button	Action
C1	Select/Execute	C9	Hold tour
C2	Go back	C10	Flip 180°
C3	Open/Close OSD	C11	Stop
C4	Next tab	C12	Toggle Play/Pause
C5	Previous monitor	C13	Clear
C6	Next monitor	14	*Monitor
C7	Focus near	15	Last camera (Left joystick button)
C8	Focus far	16	Next Camera (Right joystick button)

Exaqvision controllers keyboard mapping can be configured within victor:

Procedure 24-3 ExaqVision controllers: victor Configuration

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **Joystick Configuration** from the dropdown.
3	Select **ExaqVision Surveillance Keyboard** from the **Load Preset Configuration** dropdown.
4	Select **Supports Numeric Input** if required.
5	Select **Apply**.
6	Expand the controller **Controller Layout** section:

X/Y Axis

a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

b Select **Invert Y Axis** if required (Reverses the default**'Y'** orientation- Up becomes Down, Down becomes Up)

c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned

Z Axis

d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

e Select **Invert Z Axis** if required (Reverses the default**'Z'** orientation)

f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned

X Position

g Adjust the X position using the outer jog wheel. Use the **Dead Zone** slider bar to set the number of pixels which the jog wheel needs to traverse before becoming active

h Select **X Position** if required

i Select Control assignment for **X Position** either Pan/Tilt, Zoom, Iris, Playspeed or leave unassigned

7 Expand the **Keyboard Mapping** section.

a Use **Press Key Here** field to map supported virtual keyboard buttons.

8 Select **Save.**

- End -

Axis controller configuration

victor supports the **Axis T8310** Video Surveillance control board. This consists of three units that can be installed separately or together as one unit.

- T8311 Video Surveillance Joystick (Control PTZ functionality of cameras): **Configurable in victor**
- T8312 Video Surveillance Keypad (Navigate between cameras, views and presets) **Not Configurable**
- T8313 Video Surveillance Jog Dial (Jog and shuttle through recorded video) **Not Configurable in victor**

Axis T8311 Default button assignments

Button	Default Assignment	Button	Default Assignment
1	Select/Execute	4	Go back
2	Open/Close OSD menu	5	Next tab
3	Previous monitor	6	Next monitor

Axis T8311 controller keyboard mapping can be configured within victor:

Procedure 24-4 Axis Joystick: victor configuration (T8311)

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **Joystick Configuration** from the dropdown.
3	Select the **Axis T8311** joystick from the **Load Preset Configuration** dropdown.
4	Select **Supports Numeric Input** if required.
5	Select **Apply**.
6	Expand the controller **Controller Layout** section: **X/Y Axis** a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller) b Select **Invert Y Axis** if required (Reverses the default**'Y'** orientation- Up becomes Down, Down becomes Up) c Select Control assignment for **X/Y** axis- either Pan/Tilt or leave unassigned **Z Axis** d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller) e Select **Invert Z Axis** if required (Reverses the default**'Z'** orientation) f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned
7	Change default button assignments using the dropdown menus.
8	Expand the **Keyboard Mapping** section. a Use **Press Key Here** to map supported virtual keyboard buttons. b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands.

Note:
To aid with key mapping, each keystroke on the controller highlights red on the GUI

9 Select **Save**.

- End -

victor supports the **Axis 295** Video Surveillance control board.

Axis 295 Default button assignments

Button	Default Assignment	Button	Default Assignment
1	Go Back	7	Rewind
2	Clear	8	Fast Forward
3	Previous tab	9	Previous monitor
4	Next tab	10	Next monitor
5	Play/Pause	11	Open/Close OSD
6	Stop	12	Select/Execute

Axis 295 controllers can be configured within victor:

Procedure 24-5 Axis Joystick: victor configuration (Axis 295)

Step	Action

1 Select **Keyboards** from the **Setup** tab.

2 Select **Joystick Configuration** from the dropdown.

3 Select the **Axis 295** joystick from the **Load Preset Configuration** dropdown.

4 Select **Apply**.

5 Expand the controller **Controller Layout** section:

X/Y Axis

a Use the **Dead Zone** slider bar on the **X/Y** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

b Select **Invert Y Axis** if required (Reverses the default**'Y'** orientation- Up becomes Down, Down becomes Up)

c Select Control assignment for **X/Y** axis - either Pan/Tilt or leave unassigned

Z Axis

d Use the **Dead Zone** slider bar on the **Z** axis section to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)

e Select **Invert Z Axis** if required (Reverses the default **'Z'** orientation)

f Select Control assignment for **Z** axis- select Zoom, Focus, Iris, Playspeed or leave unassigned

6 Expand the **Keyboard Mapping** section.

a Use **Press Key Here** to map supported virtual keyboard buttons.

b Use the **Keyboard Mapping** section, to map the controller keyboard to system commands.

Note:
To aid with key mapping, each keystroke on the controller highlights red on the GUI

7 Select **Save**.

- End -

Gamepad controller configuration

victor supports gamepad 'Plug and Play' functionality meaning there is no requirement to 'Add' the controllers in victor.

Gamepad controller default button assignments.

Button	Default Assignment
Right shoulder	Next monitor
Left shoulder	Previous monitor
Left stick (Move)	Pan/Tilt
Left Stick (Press)	Open/Close OSD menu
Right Stick (Move)	Move mouse
Right Stick (Press)	Mouse left click
Directional Pad Up	Toggle Play/Pause
Directional Pad Down	Stop
Directional Pad Left	Rewind
Directional Pad Right	Fast Forward
X	Mouse right click
Y	Flip 180°
B	Go back
A	Select/Execute
Left Trigger	Zoom in
Right Trigger	Zoom out

Gamepad controllers can be configured within victor:

Procedure 24-6 Gamepads: victor configuration

Step	Action
1	Select **Keyboards** from the **Setup** tab.
2	Select **Gamepad Configuration**.
3	Expand the **Controller Layout** section.
4	For Left and Right Thumb Axes configuration:
	a Use the **Dead Zone** slider bar to set the number of pixels which the thumbstick needs to traverse before becoming active (the larger the dead zone, the less sensitive the controller)
	b Select **Invert Y Axis** if required (Reverses the default **'Y'** orientation - Up becomes Down, Down becomes Up)
	c Use the **Control Assignment** pulldown to define the functionality of the thumbstick (E.G., Mouse Control or Pan/Tilt control)
5	Use the **Button Assignments** control to map the controller's physical buttons to victor surveillance actions.

Note:
Default actions are assigned to the controller buttons; these are appended with ***(Assigned)*** in the dropdown assignment lists

6 Left/Right Trigger configuration (underside of the controller: LT/RT):

a Assign a Dead Zone up to 255 pixels using the slider

b Assign the button

c Use the **Control Assignment** pulldown to define the functionality of the trigger buttons

7 Direction Pad Configuration:

a Use the Dropdown menus to assign actions against Up, Left, Right and Down commands.

8 Select **Save**.

- End -

ShuttlePRO v2 controller

ShuttlePRO v2 is a multimedia controller which works within any computer application with keyboard commands.

To enable ShuttlePro support in victor you should:

1. Install ShuttlePro V2 software (provided with the ShuttlePro product).
2. Run the **Contour Shuttle Device Configuration** utility.
3. Use the utility's **Settings Management** section to import **victor.pref** file from C:\Program Files\Tyco\victorClient\Config\victor_shuttlepro.pref
4. Select **OK**. ShuttlePro controller will be ready to use.

victor has been developed to provide ShuttlePRO v2 support natively; there is therefore no need for configuration within the victor environment.

ShuttlePro V2 Default button assignments:

Configuring Patterns and Presets using numeric input USB Keyboards

The keyboard should be configured for use with victor.

Procedure 24-7 Keyboards: Configuring Patterns using numeric USB keyboard

Step	Action
1	Select the Setup tab.
2	Select Keyboards.
3	Select Joystick Configuration.
4	Configure one of the Button Assignments for the keyboard to ‘Set Pattern’. Refer to the victor Administration and Configuration guide if further help if required.
5	Program a pattern using the USB joystick: a Input a pattern number on the numeric keypad of the USB Joystick. b Press the Joystick button which has the ‘Set Pattern’ assignment, this will begin the programming process. c Using the joystick, pan tilt and zoom to define the pattern and then press the ‘Set Pattern’ button again to save the defined pattern and close out of programming mode.
6	To run the pattern, input a pattern number on the numeric keypad of the USB Joystick and then press the Joystick button which has the "Run Pattern" assignment

- End -

Procedure 24-8 Keyboards: Configuring Presets using numeric USB keyboard

Step	Action
1	Select the Setup tab.
2	Select Keyboards.
3	Select Joystick Configuration.
4	Configure one of the Button Assignments for the keyboard to ‘Set Preset’. Refer to the victor Administration and Configuration guide if further help if required.
5	Program a preset using the USB joystick: a Pan, Tilt and Zoom to the region where the preset is to be programmed. b Input a preset number on the number pad of the USB joystick. c Press the joystick button which has the ‘Set Preset’ assignment. d Repeat as required.
6	To run the preset, input a preset number on the numeric keypad of the USB Joystick and then press the Joystick button which has the ‘Run Preset’ assignment.

- End -

Introduction

The default **victor unified client** layout consists of three tabbed toolbars (Home, Build and Setup), the Device List and a 2X2 Surveillance tab. This layout can be completely customized, allowing you to create a workspace that better suits the requirements of individual operators and roles.

Note:
The Ribbon controls are minimized by default. To show the controls, double click the Home, Build or Setup tab

Window Types

Various window types are supported within victor. Type changes and behavior can be accessed by right clicking the window title bar. **victor unified client** supports 3 window types:

Floating Windows

Creates a window that is independent of the client window. A floating window can be moved to anywhere on screen, resized and reshaped to suit your workspace.

Dockable

Creates a window that can be docked into position within the main client window. When a dockable window is dragged, a guide diamond is displayed (see below), allowing you to quickly dock it on one of the four sides of the workspace. When a docked window is undocked, it will float to the top of other windows.

Tabbed

Creates a window that appears in a tab. Tabbed windows are useful for organizing and switching between multiple open windows.

Configuring your Workspace

You can create a custom layout to suit your individual workspace.

Procedure 25-1 Dock Window

Step	Action
1	Right click the title bar or tab of the window.
2	Select **Dockable**.
3	Drag the window to the middle area of the screen. The Guide diamond displays.
4	Hover the cursor over the guide diamond arrow which corresponds with the area you want to dock the window in. Area highlights.
5	Release the mouse, Window docks in position.

- End -

Procedure 25-2 Resize Windows

You can resize a docked or floating window to provide more or less area in the workspace.

Step	Action
1	If the window is tabbed, right click the title bar and select **Floating** or **Dockable**.
2	Hover the cursor over the corner side of the window. Grab Handles display .
3	Select and drag the cursor to resize the window as required.

- End -

Procedure 25-3 Autohide Windows

Autohide is only available in dockable windows that have been docked.

When Autohide is enabled on a window, it will only be visible as a tab when it does not have focus. This means that the window is open and can be easily accessed, but the area it occupies is greatly reduced.

Step	Action
1	Right click the title bar of the docked window.
2	Select **Autohide**. The window will reduce to a tab view positioned according to the docked attribute of the window.
3	Select the tab to view the window or remove focus to autohide.

- End -

Procedure 25-4 Show/Hide the Ribbon

You can Minimize or maximize the ribbon controls to create more workspace. This change is not saved as a layout change.

Note:
Default setting is minimized

Step	Action
1	Double click the Home, Build or Setup tab. Ribbon is displayed.
2	Double click the Home, Build or Setup tab. Ribbon is hidden.

- End -

Save / Switching Layouts

Save

Once your workspace has been configured to suit your requirements, you can save the layout for later retrieval.

Procedure 25-5 Save Current Layout

Step	Action
1	Select **Layout** on the **Build** tab.
2	Select **Save as** from the dropdown menu. Name textbox displays.
3	Enter a name for the new layout.
4	Select **OK**. The layout is saved.
	Note: The default layout cannot be deleted.

- End -

Switch

Procedure 25-6 Switch to Saved Layout

Step	Action
1	Select **Switch** on the **Home** tab. List of layouts displays.
2	Select the layout from the dropdown menu. New layout displays.

- End -

Switch on Primary

The Switch On Primary feature allows you to set a new layout to be displayed on the primary monitor only.

Note:
All tabbed, dockable and floating windows are considered part of your primary display, regardless of which monitor they reside on.

Procedure 25-7 Layout - Switch on Primary

Step	Action
1	Select **Switch On Primary** from the Build tab
2	Select a layout from the dropdown menu. The new layout is applied to the primary monitor only

- End -

Layout Groups

Layout Groups allow layouts to be loaded onto client machines remotely.

Procedure 25-8 Create Layout Group

Step	Action
1	Select **Layout Group** from the **Build** tab
2	Select **New** from the dropdown menu. The Layout Group editor opens
3	Select the **Name** textbox and enter a name
4	If required, select the **Description** text box and enter a description
5	Drag required layout to the required workstation(s)
6	Select **Save**

- End -

Procedure 25-9 Load Layout Group

Step	Action
1	Select **Switch Group** from the **Home** tab
2	Select the required layout from the dropdown list. Selecting a layout will switch the configured layout to all workstations specified in the layout group **Note:** 1. Layout Groups will remain assigned to workstations until the layout is deleted or another layout selected 2. Layout groups override selection from **Switch on Primary** or **Switch**

- End -

Refresh Layouts

Various options are available to refresh layouts from the Home tab.

Procedure 25-10 Refresh Layouts

Step	Action
1	Select **Refresh** from the Home tab.
2	Select from dropdown options. • Refresh Layout • Refresh on Primary • Refresh Group Layout

- End -

Rename Tabbed Window

Tabbed windows can be renamed. Any renaming will be saved when the layout is saved.

Procedure 25-11 Rename Tabbed Windows

Step	Action
1	Right Click the tab to be renamed.
2	Select **Rename**. Name dialog displays.
3	Enter a new name for the tab.
4	Select **OK.**

- End -

Create New Tab Groups

You can create new tab groups for convenient grouping and navigation of windows. To create tab groups, more than one tab must be open.

Procedure 25-12 Create New Tab Groups

Step	Action
1	Right Click on the tab to start the new group. This will be the first tab listed in the group.
2	Select **New Horizontal Tab Group** or **New Vertical Tab Group** as required. New group is created per the selection.

Note:
1. Reorder tabs within groups by selecting and dragging tabs within the group.

2. Move tabs between groups by right clicking the tab and selecting **Move to Previous/Next Tab Group**.

- End -

Merge Docked Windows

You can merge docked windows to create more on-screen workspace. Merged windows are grouped together as a single tabbed screen element.

Procedure 25-13 Merge Docked Windows

Step	Action
1	Select the title bar of a docked window.
2	Drag to the centre of the docked window to which it is to merge. The docking icon displays.
3	Deselect the window in the centre of the docking icon. Windows merge. Navigate the windows by selecting appropriate tabs from the bottom of the merged window.

- End -

View Window In Full Screen

You can view any window in full screen mode.

Procedure 25-14 View Window Full Screen

Step	Action
1	Right click the title bar of the window.
2	Select **Send To** from the context menu.
3	Select the display in which to view the full screen window.

- End -

Save and Restore Current Layout

Selecting the save layout option saves the current layout. Once your workspace is arranged, you can save the layout under a descriptive name and restore it later.

Procedure 25-15 Save Current Layout

Step	Action
1	Select **Layout**
2	Select **Save.** The **Choose save location** dialog opens
3	Navigate to the location you wish to save the layout to

4	Enter a **File Name**
5	Select **Save**

- End -

Procedure 25-16 Restore Layout

Step	Action
1	Select **Layout**
2	Select **Load**. The **Select layout file to open** dialog displays
3	Navigate to saved layout file location and select required layout file
4	Select **Open**. The surveillance window updates with the restored layout

- End -

Introduction

Workstations refer to the machines running victor client software. They display by default on the device lists of client machines and are editable via Workstation editors.

From the editor you can configure workstation descriptions and Client to Client Properties.

Context menu options specific to workstations include the ability to Logout Local Operators, Logout Remote Operators, Delete Workstations, Identify Monitors.

Identify Monitors

You can use the Identify Monitors feature to display the names of all monitors associated with each client workstation. Monitor names are displayed on screen for 3 seconds after making the selection.

Procedure 26-1 Identify Monitors

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Right Click the required workstation.
3	Select Identify Monitors. Display Names display for 3 seconds on all monitors attached to that workstation.

- End -

Operator Logout (Remote)

You can use the context menu of workstations listed in the device list to remotely log out operators.

Procedure 26-2 Operator Logout (Remote)

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Right Click the required workstation.
3	Select **Log Operator XXXX Out**. Warning dialog displays.
4	Select **Yes** to log the operator out or **No** to cancel.

- End -

Rename Displays

Default display names are Display 1,2,3 etc. You can edit the default names as required.

Procedure 26-3 Rename Displays

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Select ▷ next to the workstation which is attached to the display to be renamed.
3	Select ▷ next to **Monitors**.
4	Right click the display to be renamed.
5	Select **Rename**. Textbox displays.
6	Enter a new name for the display.
7	Select **OK**.

- End -

Delete Displays

You can delete displays from workstations. Deleted displays will no longer appear as options when using the Send To function.

Procedure 26-4 Delete Displays

Step	Action
1	Select ▷ next to **Workstations** in the **Device List**. All workstations are listed.
2	Select ▷ next to the workstation which is attached to the display to be deleted.
3	Select ▷ next to **Monitors**.
4	Right Click the display to be deleted.
5	Select **Delete**. A Warning dialog displays.
6	Select **Yes** to Delete or **No** to Cancel.

- End -

Point of Sale

Introduction

Point-of-Sale (POS) systems are used to facilitate and record financial transactions between businesses and customers. Most commonly they are used in retail environments for product sales.

victor incorporates a comprehensive set of POS integration features which are available as a licensed add-on.

Using the victor unified client you can import two types of POS data: raw POS transactions from your POS system, and POS exception reports produced by your POS exception reporting system.

Once POS data is imported into victor, a range of investigation tools are available. You can access video of each transaction, and use victor's video investigation tools, such as **Investigator Mode** and **Clip Export** to gather video evidence. In addition victor provides advanced POS searching capabilities which can use to find specific transactions based on predefined POS rules.

Configuration

Before using victor's POS features, several configuration steps should be followed:

The most important aspect of this configuration is to identify which cameras record video of which POS terminals (or cash registers). This is achieved creating POS terminal objects in victor, and associating those with camera objects. The steps involved are:

1. Create a POS Store object
2. Create POS Terminal objects
3. Associate POS Terminals with relevant cameras

After these general steps are complete, victor is ready to import POS data. When POS data is imported, it is automatically synchronized with video based on **Time** (See POS Time Offset) and **Terminal ID** with camera associations. This means operators are not required to know or remember which cameras cover which terminals and are not required to manually enter dates/times to view POS transactions or exceptions.

Camera Region Editor

The Camera Region Editor provides a means to visually identify areas within a camera view which are represented by Customers, Merchandise, Employees and Terminals.

While not specifically a POS feature, making associations between cameras with defined regions and edge devices allows users to view pertinent regions of camera views when triggers are initiated from the associated items. This can be particularly useful in a retail environment.

UnifiedPOS Data Import

Raw POS transactions are imported into victor in standard UnifiedPOS XML format. The UnifiedPOS XML format was developed by the National Retail Federation (NRF) Association for Retail Technology Standards (ARTS). The format is a public standard for exchange of POS data in an XML form. See your POS system documentation or contact your POS system vendor to determine how you can export UnifiedPOS data for use with victor.

Caution

Before importing POS data into victor you should remove or securely obscure any sensitive credit card information. victor has not been certified for PCI DSS compliance.

This chapter details how to:

- Create a POS Store
- Create POS Terminals
- Associate Terminals with Cameras
- Define Camera Regions
- Import POS Transactions
- Search POS transactions
- View POS Transactions
- Import POS Exception Reports
- View POS Exception Reports

Create a POS Store

You can create POS store objects within victor client. These objects can be associated with multiple terminal objects.

Procedure 27-1 Create a POS Store

Step	Action
1	Select **Store** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter a Name for the POS Store in the **Name** textbox.
4	Enter a Description for the POS Store in the **Description** textbox.
5	Enter the RetailStoreID. **Note:** The RetailStoreID must match the ID used by the POS system or no transactions will be imported.
6	Select **Save.**

- End -

Create POS Terminal Objects

You can create one or more POS Terminals within victor. These are then typically associated with cameras which have fields of view covering the POS terminals.

Procedure 27-2 Create POS Terminal Objects

Step	Action
1	Select **Terminal** from the **Setup** tab.
2	Select **New** from the dropdown.
3	Enter the Store to be associated with the terminal.
4	Enter a Name for the Terminal in the **Name** textbox.
5	Enter a Description for the Terminal in the **Description** textbox.
6	Enter the WorkstationID.
7	Select **Save.**
	Note: The WorkstationID should match the ID used by your POS system for this terminal or no transactions will be imported.

- End -

Associate POS Terminals with Cameras

Using the Associations section in the POS Terminal editor, you can associate one or more cameras with the terminal. These should be cameras whose field of view includes the physical terminal.

Procedure 27-3 Associate POS Terminals with Cameras

Step	Action
1	Select **Terminal** from the **Setup** tab.
2	Select Show All from the dropdown.
3	Right Click the Terminal to edit.
4	Select **Edit**.
5	Expand the Associations section.
6	Select . The Object selector displays.
7	Use the Object selector to select cameras to associate with the terminal.
8	Select **OK.**
9	Select **Save.**

- End -

Camera Region Editor

The Camera Region Editor allows you to define color coded overlays on camera views associated with terminals.

Four overlay types are available: Customer Present, Merchandise, Employee and Terminal.

Assigning regions to terminal cameras in a retail environment makes them easily identifiable when POS video is retrieved for those terminals.

Note:
The Customer Present region can be aligned with the customer present analytic available on VideoEdge 4.4+

Regions can be assigned from the Camera region editor in the Build tab, or alternatively you can access the editor by right clicking on a terminal on the device list and selecting Configure Regions.

To use the Region editor the camera must be associated with a terminal.

Procedure 27-4 Edit Camera Regions

Step	Action
1	Select **Camera Region Editor** from the **Build** tab. The Editor displays.
2	Select click the terminal with which the camera view is associated. Camera icons display.
3	Select the Camera on which to draw the Region of interest (ROI). Camera view displays with drawing tools.
4	Select the region type to be drawn from: • Customer Present (Analytic available) • Merchandise (For information only) • Employees (For information only) • Terminal (For information only)
5	Use drawing tools to draw the required ROI.
6	Select **Save** or continue drawing / editing as required.

- End -

UnifiedPOS Transactions

Importing UnifiedPOS Transactions

UnifiedPOS Transaction Reports can be imported into victor allowing video data to be aligned with transaction data.

During import, the file is validated against the UnifiedPOS standard. If the file is not in UnifiedPOS XML format, the import will fail.

During the import, victor examines each transaction and checks for corresponding stores and terminals in victor using the RetailStoreID and WorkstationID properties. Any transactions that do not have a corresponding store and terminal in the system are rejected. The rest will are stored in the victor database.

Procedure 27-5 Import POS Transactions

Step	Action
1	Select **Transactions** from the Build tab.
2	Select **ImportUnifiedPOS**. **Import File** dialog displays.
3	Navigate to the file to import.
4	Select **Open**.
5	Enter **Time Offset** if required. This is the time between the POS terminal and victor.
6	Select **OK**. The file import begins. The file is validated first to ensure UnifiedPOS requirements are met. Select **More Detail** to view progress and status of import. **Note:** Workstation ID, and Retail Store ID must align with the corresponding object properties in victor.
7	Select **Close** when import is complete.

- End -

POS Search and Retrieve

Using the POS Search and Retrieve wizard, you can search POS Transactions and view results alongside associated video data. Transaction video displays in the POS surveillance window while the associated transaction data displays in a separate pane.

Procedure 27-6 Search POS Transactions

Step	Action
1	Select **Search and Retrieve** (POS) from the **Home** tab. **Transaction Search** Wizard displays.
2	Drag the required terminal or store into the terminal list area.
3	Specify the start and end time to be searched within.
4	Select checkbox if Customer Filtering is required, then select the filter: • Include All Transactions - No Customer filtering. • Include only transactions with no customers (Requires Customer present video Intelligence). • Include only transactions with customers (Requires Customer present video Intelligence). **Note:** Customer Present Video Intelligence is a VideoEdge NVR 4.4+ licensed add-on. In order to use this feature, a license must be purchased for each camera.
5	Apply UnifiedPOS search rules if required: a Select Object selector displays. b Select the POS Search property from the object selector. c Select **OK** Search property displays in the wizard. d Apply **And/Or** and **Operator** Values as required. e Apply **Value** as requires - This field may be a dropdown selection or free text depending on the Search property selected.
6	Select **Finish**. Search results (video and transaction data) display in the POS surveillance window.

- End -

POS Terminal View

You can view POS transactions related to specific terminal objects directly from the device list. This action opens a transaction surveillance window displaying the cameras associated with that terminal.

Procedure 27-7 POS Terminal View

Step	Action
1	Right click the required terminal on the device list
2	Select **View**. Transaction Viewer displays.
3	Use playback controls to navigate to the required time interval.

Note:
You can use the play controls to navigate forwards and backwards through the video. While paused, you can drag in additional cameras or terminals that will be time synchronized with the others. As transactions occur on one of the terminals in the POS Transaction Viewer, the text of that transaction will be displayed in the text pane to the right of the video. The text will remain in this pane until it is replaced by another transaction.

If configured, overlays are displayed in this view displaying camera regions defined for merchandise, Customer present, Employee or Terminal. Refer to **Camera Region Editor.**

- End -

POS Exceptions Reports

POS Exception Reports

In addition to raw POS transactions, victor can also import POS Exception Reports. A POS Exception Report typically lists transactions deemed to be exceptional in some way.

Trying to align exception data with video data manually can be very time consuming and error prone. The victor POS exception report feature automates much of this process.

Assuming the POS terminals are already configured (If not refer to **Create POS Terminal Objects** and **Associate POS Terminals with Cameras**). You can then import POS exception reports and align video data with the transactions.

POS Exception Reports come in many different formats from different vendors and are often customized by company rules and procedures. Therefore, victor has a flexible template-based system that can understand many different report types and formats.

POS Exception Report Requirements

At a minimum, POS exception reports must:

- Be in Row-Column Format
- Be either .csv or .xls file format
- Contain columns for Date, Time and POS Terminal ID of the transaction
- List exceptional transactions

Any other information the report may contain will be imported and displayed but is not required for the import.

Three types of rows are supported:

- **Key row** (one) - The first row of the report.This row names the columns in the report
- **Terminal rows** (one or more). Contain the transaction data
- **Group rows** (one or more). Used to link together terminal rows

Import POS Exception Reports

The POS Report Import wizard guides you through the several steps required to import a new report and also create a report template. Templates are useful as the next time you import a report of that type, victor will recognize it and import it directly.

Procedure 27-8 Import POS Exception Reports

Caution

Before importing POS data into victor you should remove or securely obscure any sensitive credit card information. victor unified client has not been certified for PCI DSS compliance.

Step	Action
1	Select **Report** from the **Build** tab.
2	Select **Import Report. Exception Report Import Wizard** displays.
3	Select **Browse.**
4	Navigate to and select the exception report.
5	Select **Open.** A Report Preview displays. Use the Report Type dropdown to select New or Existing. If it is a new report type, the wizard will guide you through the rest of the process, if you select an existing report type, the wizard will bypass report configuration and prompt for import.
6	Select **Next**. **Exception Report Header** screen displays. Set the report header by selecting the row containing the required column headers. After selecting the header row, you can change the column header names by selecting the name in the preview area and entering a new name.
7	Select **Next**. **Mandatory Columns** screen displays. Drag column headers from the preview datagrid into the relevant column dropboxes.
8	Select **Next**. **Additional Info** screen displays. If your exception report groups exceptions underneath header rows, select a header row from the preview datagrid and then select a property header from the property table.
9	Select **Next**. **Save Report Template** screen displays: • **Enter New Report Name** (Select **Save** when entered) - The new template will save with this name.

- Select **Enable Customer Filtering** if required. This means you can filter POS Exception Reports based on whether a customer was present at the time of the exception or not.

Note:
Customer Present Video Intelligence is a VideoEdge NVR 4.4+ licensed add-on. In order to use this feature, a license must be purchased for each camera.

- Enter a Time offset if required

10 Select **Next**. Import Summary Screen displays. Review the report summary and use **Previous** and **Next** Buttons to make any amendments as required.

11 Select **Finish**.

The report can be accessed from **Build Tab** > **Exception Reports** > **Show All**. Right click the report and select **View**, **Send To** or **Delete** as required.

- End -

Generic Edge Devices and Reports

Introduction

You can import Generic Exception Reports which can be associated with either cameras or Generic Devices within victor to associate video data with report data.

Generic Edge Devices must be configured within the client before reports can be created to associate victor video with report data.

Generic Edge Devices

These devices are hardware objects which are added to victor for reference only. They enable you to associate cameras so that when generic exception reports are run, you can view video aligned with report data.

victor does not poll these devices for status, the only meaningful reference which links the device to reports is the External Identifier which maps to the report.

Associated camera views can be accessed by right clicking on the objects in the device list and selecting **View**.

Generic Exception Report Requirements

At a minimum, exception reports must:

- Be in Row-Column Format
- Be either .csv, .txt, .xls or .xlsx file format
- Contain columns for Date, Time and Generic Edge Device
- List exceptional transactions

Any other information the report may contain will be imported and displayed but is not required for the import to be successful.

Three types of rows are supported:

- **Key row** (one) - The first row of the report. This row names the columns in the report
- **Terminal rows** (one or more). Contain the transaction data
- **Group rows** (one or more). Used to link together terminal rows

Import Generic Exception Reports

The Generic Exception Report wizard guides you through the several steps required to import a new exception report and also create report templates. Templates are useful as the next time you import a report of that type, victor will recognize it and import it directly.

Procedure 28-1 Import Generic Exception Reports

Step	Action
1	Select **Exception Reports** from the **Build** tab.
2	Select **Import Report. Exception Report Import Wizard** displays.
3	Select **Browse**. **Open** dialog displays.
4	Navigate to and select the exception report.
5	Select **Open.** A Report Preview displays in the **File Select** screen.
6	Select **Generic Edge Devices** or **Cameras** from the **Type** dropdown.
7	Use the **Report Type** dropdown to select whether the report is new or uses an existing template. If **New Report Type** is selected, the wizard will guide you through the rest of the process, if you select an existing report type, the wizard will bypass report configuration and prompt for import.
8	Select **Next**. **Exception Report Header** screen displays. Set the report header by selecting the row containing the required column headers. After selecting the header row, you can change the column header names by selecting the name in the preview area and entering a new name.
9	Select **Next**. **Mandatory Columns** screen displays.
10	Drag column headers from the preview datagrid into the relevant column dropboxes.
11	Select **Next**. **Save Format** screen displays: • Enter **New Report Name** (Select **Save** when entered) - The new template will save with this name • Enter an External Device Time Offset if required **Note:** This setting allows you to adjust for differences between the External device Clock and the Video System Clock so report time data and Video data align.
12	Select **Next**. Import Summary Screen displays. Review the report summary and use **Previous** and **Next** Buttons to make any amendments as required.
13	Select **Finish.**

The report can be accessed from **Build Tab** > **Exception Reports** > **Show All**. Right click the report and select **View**, **Send To** or **Delete** as required.

- End -

American Dynamics

Introduction

The Camera Region Editor provides a means to visually identify areas within a camera view represented by:

- Customers
- Merchandise
- Employees
- Terminals

Making associations between camera defined regions and edge devices allows users to view pertinent regions of camera views when triggers are initiated from the associated items.

Define Camera Regions

Camera regions can be assigned from the Camera region editor in the Build tab, alternatively, you can access the editor by right clicking on a terminal on the device list and selecting Configure Regions.

Procedure 29-1
Edit Camera Regions

Step	Action
1	Select **Camera Region Editor** from the **Build** tab. The Editor displays
2	Select the Camera on which to draw the Region of interest (ROI). Camera view displays with drawing tools.
3	Select the region type to be drawn from: • Customer Present • Merchandise • Employees
4	Use drawing tools to draw the required ROI
5	Select **Save** or continue drawing / editing as required

- End -

Introduction

The reporting function is used primarily to display Journal and Audit information on system objects and activity.

Various predefined report templates are available within the client or alternatively, you can use '**Ad Hoc**' reports for more customizable reports which allow search terms to be used.

The Data Visualizer feature allows users to display report data graphically using Charts, Timelines and Report Grids.

Journal Filter

The Journal Filter is used to regulate the amount of data being written to the database (journaled) by blocking/unblocking specific alert types. The feature is accessed from **System Values** on the **Setup** tab.

The following message types cannot be blocked and will always be journaled:

- General Purpose Interface Activity
- Operator Login
- State Change
- System Activity
- System Error

The default setting is to record, meaning messages will be written to the database unless they are blocked in the journal filter.

Note:
Motion Detection, Light Change and Motion Exception Alerts are blocked by default.

Report exceptions are controlled at Object and Type level. Object Exceptions override Type Exceptions - therefore if an alert type is blocked at type level but allowed for a specific object, the object's alert will be written to the database but the block on the type remains valid.

Generate / Save Reports

Various predefined report templates are available within the report editor. These can be used to generate reports to retrieve Journal and Audit information on system objects and activity. From the reporting dialog, reports can be saved so they can be executed later.

Procedure 30-1 Generate / Save Reports

Step	Action
1	Select **Reports and Data Visualization** from the **Home** tab.
2	Select **New** from the dropdown. Reports Editor displays.
3	Select the required date range using the **Date Range** Picker.
4	If required, select a report **Category** from the dropdown.
5	Select a report **Template** from the dropdown.
	Note: 1. Available templates may vary depending on which integrations are installed. 2. On selection each template populates the fields below the drop down with relevant filters (appropriate to report type).
6	Select and use the Object Selector to apply filters as required.
7	Select **New Tab** checkbox to open results in a new tab (optional).
8	Select from the following: • **Execute** to run the report • **Visualize** to send report results to Data Visualizer • **Save** to save the report for future use (new dialog displays)
	Note: The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved report information loaded. If the user configures a report with “Custom” as the Date Range, the report will prompt on execution so the user can specify dates.
	• **Exit** to exit without saving.

- End -

Ad Hoc Reports

The Ad Hoc tab contains journal message types that do not have associated report templates. The control that is shown for these types of reports allow you to pick an object, type or to enter a name to filter by.

Procedure 30-2 Generate/Save Ad Hoc Reports

Step	Action
1	Select **Reports and Data Visualizer** from the **Home** tab.
2	Select **New** from the dropdown. **Report Editor** displays.
3	Select the required date range using the **Date Range** picker.
4	Select the **Ad Hoc** tab.
5	Select the **Event Type** from the dropdown menu.
6	Use the Object Selector or the **Name** textbox to enter a search term.
7	Select **New Tab** checkbox to open results in a new tab (optional).
8	Select from the following: • **Execute** to run the report • **Visualize** to send report results to Data Visualizer • **Save** to save the report for future use (New dialog displays) **Note:** The **Save** dialog allows the user to provide a Name and Description for the report. It also allows the user to specify whether the report should prompt for new/different filters when it is executed. If checked when the report is executed the standard report dialog will be presented with the saved report information loaded. If the user configures a report with “Custom” as the Date Range, the report will prompt on execution so the user can specify dates. • **Exit** to exit without saving

- End -

Show All

You can view an object list of all saved/available reports by selecting **Reports** on the Home tab and **Show All**.

The saved reports are shown in a dynamic view and are by default grouped by Report Template type.

Right Clicking on any report offers the following options:

- **Edit**: Modify the filters for the report.
- **Delete**: Deletes the saved report.
- **Execute**: Displays a dynamic view with the results of the report.
- **Visualize**: Displays a data visualization control with the results of the report.

Find in Journal

The **Find in Journal** feature allows you to search for journal records relating to specific objects of interest.

If the **Find in Journal** feature is available for an object, it is typically accessible from the object's context menu.

Procedure 30-3 Find in Journal

Step	Action
1	Right click the required object.
2	Select **Find in Journal**. **Report Selection** dialog displays.
3	Select the required Report Type from the dropdown.
4	Select the date range using the From and To date controls.
	Note: The Search Name will be populated by the name of the object selected. If required, enter the **Operator Name**.
5	Select **OK**. Reports displays.

- End -

Log General Message

You can write a manual entry to the journal using the Log General Message feature.

As well as entering a manual message, you can select and edit any of the predefined messages which may be available.

General messages are available as a report type.

Procedure 30-4 Log General Message

Step	Action
1	Select **Log General Message** from the Home tab. **Log Message(s)** dialog displays.
2	To enter a manual message: a Enter a message as required. b Select to enter additional messages. Select to remove messages. c Select **OK**. Selected messages are journaled.
3	To enter a predefined message: a Select **Select Message from Predefined Message log** dropdown. b Select Predefined Message. c Select to enter additional messages. Select to remove messages. d Select **OK**. Selected messages are journaled.

- End -

Predefined Messages

Predefined Log Messages can be created which can then be used when required to acknowledge or clear an event without needing to type text.

Messages are identifiable by their labels which are assigned when they are created.

Labels and message fields are mandatory for every message created. Labels can be up to 100 characters in length and messages up to 3000.

The language for each message can also be assigned, this means when a user logs a message, the messages available are filtered to provide current language messages only. To log a message in a different language, you must switch language in the client.

Procedure 30-5 Create a Predefined Log Message

Step	Action
1	Select **Predefined Message Log** from the Build tab.
2	Select **New** from the dropdown menu. New Predefined Message editor displays.
3	Select the **Language** dropdown.
4	Select the language in which the message is to be displayed.
5	Double click the **Label** textbox.
6	Enter Label text as required. Double click the **Message** textbox.
7	Enter message text as required.
8	Select to add additional messages or to remove selected messages.
9	Select **Save.**

- End -

Data Visualization

Data Visualizer can be used use to graphically chart most event data available in victor. The charts can be used to visualize the data over time, and to compare different events as different data series.

A typical use case for data visualizer could be for People or Object counting. This could be achieved by using Data visualizer combined with the VideoEdge Video Intelligence software add-on to form a useful People Counting solution.

Note:
The Video Intelligence software is a licensed add-on to the VideoEdge NVR product. You must obtain a license for each camera before the video intelligence features are available.

Report Results

Once search parameters have been entered into the **Reports** or **Ad Hoc** tab (see Generate / Save Reports and Ad Hoc Reports), select **Visualize**. Report results will display in the Data Visualizer.

Search & Retrieve Results

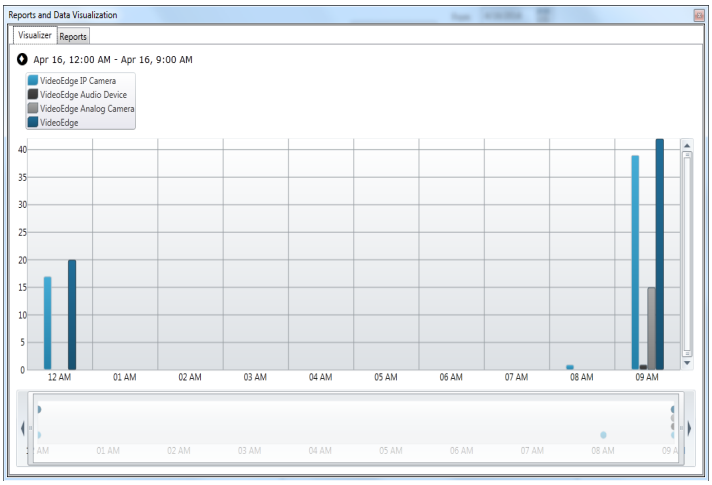
Once a Search & Retrieve has been run, select to view results in the Data Visualizer.

Using the Data Visualizer

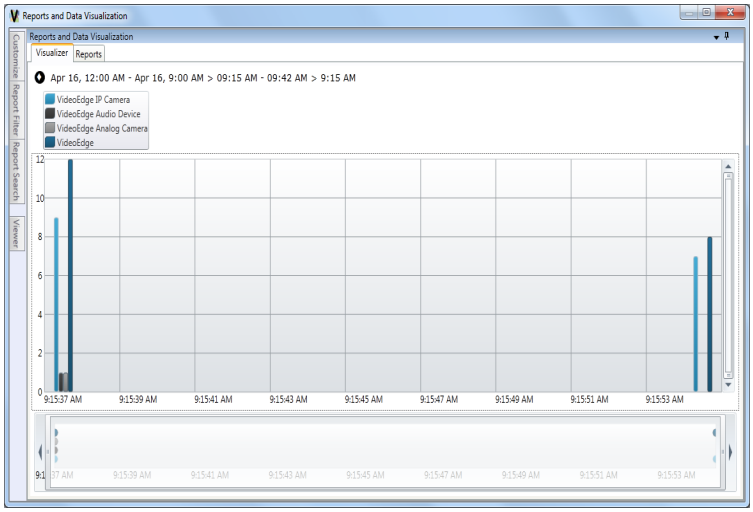
Once data has been populated in the Data Visualizer, it can be further manipulated.

'Drill Down'

When results have been populated in the Data Visualizer, the X axis will display time relevant to search criteria and the Y axis will display the number of occurrences. In the example shown below, the search was carried out over a 3 day period, with each column representing 1 day:



From this view, you can further ‘drill down’ into a time period by double clicking a column. For example, double clicking on the ‘Apr 08’ column will ‘drill down’ into that day, displaying columns for each hour, as shown below:


Reports and Data Visualization
Visualizer
Reports
Apr 16, 12:00 AM - Apr 16, 9:00 AM > 09:15 AM - 09:42 AM > 9:15 AM
VideoEdge IP Camera
VideoEdge Audio Device
VideoEdge Analog Camera
VideoEdge

You can continue to ‘drill down’ into more narrow timeframes until the **Drill Down Threshold** of occurrences has been reached. The **Drill Down Threshold** is set from the **Customize** tab of the Data Visualizer and is the limit of number of occurrences that you can drill down to. Once the **Drill Down Threshold** has been reached, double clicking a column will open a surveillance pane displaying results. If no video is associated, drilling down will return a view of the type.

Customize Tab

Buttons available on the **Customize** tab are outlined below:

	Fit Horizontal & Vertical - fits chart horizontally and vertically
	Fit Horizontal - fits chart horizontally
	Fit Vertical - fits chart vertically
	Toggle Crosshairs - toggles crosshairs on chart on and off
	Toggle Gridlines - toggles gridlines on chart on and off
	Export to File - exports current data visualizer view as a .jpg file
	Export to Excel - exports current data visualizer view and data in Microsoft Excel format (.xlsx)
	Export to XPS - exports data as a .xps file

The **Series** section of the **Customize** tab enables customizing of the color of all series displayed in the data visualizer, along with the ability to add a **Mean** line or **Trendline** to the chart.

The **Customize** section of the **Customize** tab enables changing of axis settings to **Log Axis** and **Show Zeros**, along with changing the series **Type** (Line, Column, Bar, Area), which **Trendline** (Linear, Logarithmic, Quadratic, Cubic) is displayed and setting of the **Drill Down Threshold**.

Filter Tab

The **Filter** tab allows for filtering of the chart by **Object Type**, **Object Name** or **Alarm**. Select required option then select **Update Chart** to apply.

Report Search

Selecting the **Report Search** tab opens the report search interface from which reports and ad hoc reports can be run. Refer to Generate / Save Reports for more information.

Introduction

A Role is a set of access rules which is assigned to an operator to govern their authorization and permission levels within victor. Effective role management enables complete control over the resources and features users can access.

Be careful of the roles you give users on your system. If you add a user as an administrator, you are granting them full system permissions.

Note:
Before deleting roles, ensure they are not assigned to operators

Role Types

Canned Roles

There are five predefined (canned) roles, ready for assignment to users. Each of these roles, apart from Administrator can be edited to refine them further. Canned roles are as follows (Descending permission level):

- Administrator
- Power User
- Investigator
- Guard
- Viewer

Custom Roles

As well as using canned roles, you can create custom roles. This can be done using the '**Save As**' feature which allows a current role to be used as a template to build a new role, or you can build a completely new role manually.

Each new role created is available for selection when creating or editing operator profiles.

Type/Object Exceptions

The level of permissions assigned to a role is controlled by exceptions. When a custom role is initially created, full administrative access is granted by default, the role can then be edited to add type and object exceptions to restrict access to resources and features.

It is important to understand the difference between Type and Object Type exceptions. Type relates to general groups of objects E.G Recorders, Events while Object Exceptions relate to specific objects E.G Recorder '**X**' or Event '**Y**'.

Create Roles

If a canned role does not meet your requirements, you can create new customized roles.

Procedure 31-1 Create a Role

Step	Action
1	Select **Role** from the **Build** tab.
2	Select **New** from the dropdown menu. Role editor displays.
3	Enter a name for the role in the **Name** textbox.
4	Enter a description for the role in the **Description** textbox.
	Note: The Enabled checkbox is selected by default, deselect to disable the role.
5	To assign **Type Exceptions**: a Expand the **Type Exceptions** section. b Select . **Type Selector** dialog displays. c Select the Object Type as required. d Select **OK**. Exception 'Allow' list displays. e Select the **Allow** checkbox next to permitted actions, deselect for non-permitted actions. f Repeat as required. g Use to remove selected type exceptions.
6	To assign **Object Exceptions**: a Expand the **Object Exceptions** section. b Select . **Object Selector** dialog displays. c Use the Object selector dialog to select the object as required. d Select **OK**. Exception 'Allow' list displays. e Select the **Allow** checkbox next to permitted actions, deselect for non-permitted actions. f Repeat as required. g Use to remove selected object exceptions.
7	Expand the Layout section.
8	Use the Object Selector to assign a layout as required.
9	Select **Save**.

- End -

Copy Roles

Existing roles can be used as templates to create new roles which can then be edited. This is useful if you need to create a role which is similar to but not identical to an existing role.

Procedure 31-2 Copy a Role

Step	Action
1	Select **Role** from the **Build** tab.
2	Select **Show all** from the dropdown menu.
3	Right click the role to be copied
4	Select **Save As**. **Really save a copy of the specified object?** dialog displays.
5	Select **Yes**. A copy of the role is created and displays on the object list. The copied role is identifiable as it has the original role name appended with '**_Copy**'.
6	Right click the new role.
7	Select **Edit**.
8	Use the Type and Object selectors as required to edit the role.
9	Select **Save**.

- End -

Introduction

A Site is a user definable list of folders into which you can drag devices and objects.

Sites allows users to organize and group objects into logical folder views instead of the traditional device driven views.

Users can create sites and folders with custom names and organize the objects within according to criteria relevant to that site.

For example, a folder can be named ‘East Car Park’ and that folder can be used to group objects related to that particular area (Cameras, Recorders etc.)

The site list is therefore used as a convenient method from where to open objects and views related to a particular physical location.

Create a Site

You can add new sites to victor which allow you to group and manage devices within a specific area.

Procedure 32-1 Create a Site

Step	Action
1	Select **Sites** from the **Home** tab. Site window displays.
2	Right Click in the white space within the sites window.
3	Select **Add Site**. A new folder is created called New Site.
4	To rename the folder: a Right click the folder b Select **Rename Site** c Enter Site Name d Select **OK**. **Note:** Site list reorders alphabetically as new sites are added, deleted or renamed.
5	To Add Objects: a Select the object to be added b Drag and Drop into the required site folder c Repeat as required
6	To Remove Objects: a Right click the object to be removed b Select **Remove from the list**.

Note:
Delete option is also available in this context menu. Selecting **Delete** removes the object permanently.

- End -

Introduction

The General Purpose Interface (GPI) is a programmable bi-directional communication protocol which enables victor to interact with third party devices.

To achieve this, the General Purpose Interface:

- Initializes communication between victor client and a third party device.
- Maintains a communications channel by polling the third party device.
- Defines General Purpose Actions which send messages to third party devices using victor event activation and supports acknowledgment messages from third party devices.
- Defines General Purpose Monitoring Points which represent monitoring points in third party devices.
- Defines General Purpose incoming message protocols which interpret incoming messages from third party devices and support acknowledgment for incoming messages.

Terminology

GPI	General Purpose Interface
Device	The central third party hardware device
Monitoring Point	victor data type which changes state based on incoming messages from the device
Protocol	
Action Messages	Sent to the device as a result of events triggered in victor
Actions	Objects created in victor which are transmitted to the General Purpose Device based on activated events in victor
Input	Where the input strings are sent from the device through the Serial/Network port to victor
Output	Where the output is an action and requests a response from the device
Poll	Where the poll is an action which requires a response from the device
STX	Start of Text
ETX	End of Text

The General Purpose Interface can work with any device which uses ASCII code communications protocol for event monitoring, such as:

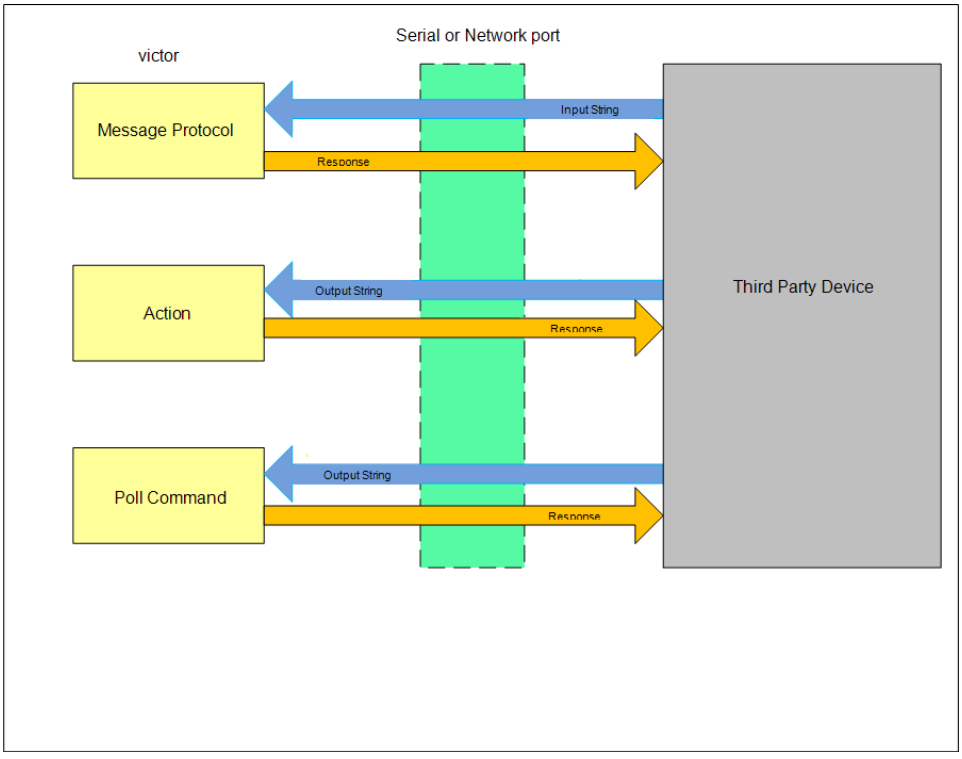
Intercom	Process Control Equipment
Burglar/Intrusion	Environmental
Dome Control	Lighting
Access Control	Refrigeration
Elevators	Wireless Communication

The third party device sends pure ASCII messages via a serial port (RS-232) or remotely via a TCP/IP port (Lantronix or Systech) to the General Purpose Interface Driver.

This means that you can respond to alarms from many types of third party devices as well as the system video and health alarms described in 'Events'.

The General Purpose interface supports the following functionality:

- **Input** - Where the input strings are sent from the device through the Serial/Network port to victor
- **Output** - Where the output is an action and requests a response from the device
- **Poll** - Where the poll is an action which requires a response from the device



Monitoring Points

Monitoring Points are victor data types which change state based on incoming messages from the device. Monitoring Points can be configured to directly trigger Events.

Events can be designed to activate any victor event action.

You can configure a message protocol which then parses the received Monitoring Point string. You can also define header and trailer characters in the Protocol area of the General Purpose Interface.

Monitoring Points can also be annunciated at the monitoring station and written to the historical journal.

Monitoring Point Message Processing

When the General Purpose Driver receives the message from the device, it does the following:

1 Parses the message and looks for poll or action responses

- If it finds a poll or action response, it processes the response
- If it does NOT find a poll or action response, it continues to parse

2 Looks for a message protocol

- If it finds a message protocol, it processes the protocol
- If it does NOT find a message protocol, it continues to parse

Note:
The device can delimit the message with or without header and trailer characters

Poll Command

The Poll Command, frequency of polling and expected response (Poll Command Acknowledgment) are all defined as part of the configuration of a specific General Purpose Device.

Poll Command Acknowledgment

Some protocols will include an acknowledge character returned to the device that issued the polling command - this is additional confirmation that the general purpose device received the command.

Output

Output is performed using an **Action** which is activated by an **Event**. The output sends a string of characters to the General Purpose Device through the serial/network port.

The optional expected response is also configured as part of the action.

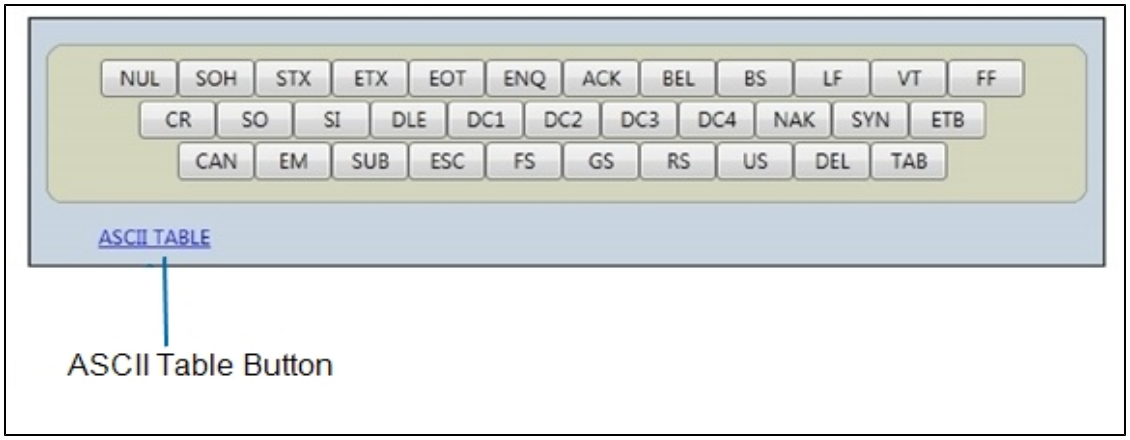
Virtual Keyboard

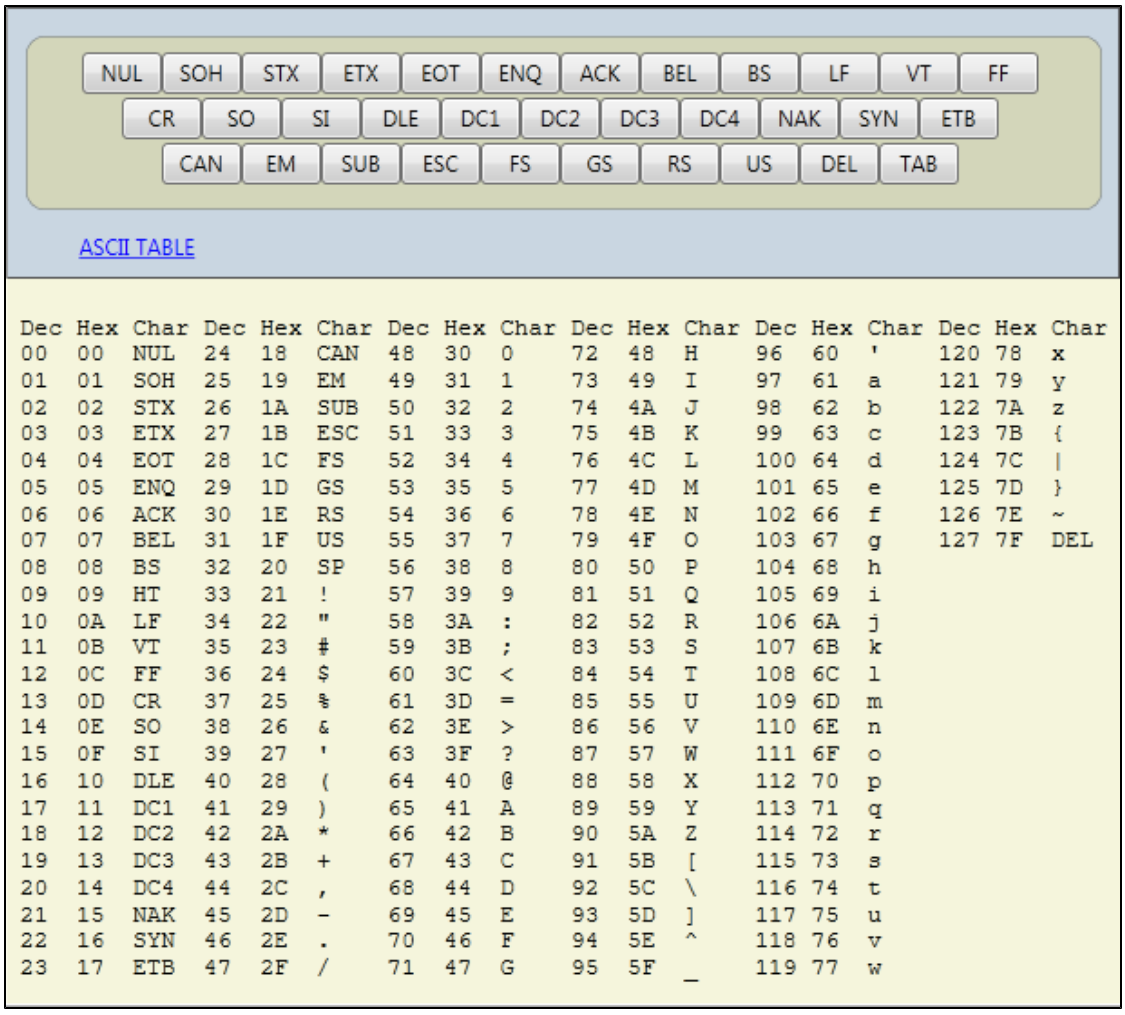
As the ASCII characters between 0 and 32 are not visible on screen and have no equivalent keyboard button, the virtual keyboard is relied on to enter these values. Some common values are the STX (Start of Text) and ETX (End of Text) which have no keyboard button but can be entered via the virtual keyboard.

When configuring some General Purpose Interface components, you will be required to use a Virtual Keyboard as not all characters are available on a standard keyboard. The keyboard displays on screen when is selected.

The virtual keyboard is required when entering text into:

- **General Purpose Device Editor - Device Information** section to enter the Poll Command/Poll Command Acknowledgment
- **General Purpose Protocol Editor - Protocols** section to enter keywords
- **General Purpose Action Message Editor - Action Message** section to enter Outgoing and Acknowledgment messages
- **General Purpose Monitoring Point Editor - Messages** section to enter Acknowledgment message


NUL SOH STX ETX EOT ENQ ACK BEL BS LF VT FF
CR SO SI DLE DC1 DC2 DC3 DC4 NAK SYN ETB
CAN EM SUB ESC FS GS RS US DEL TAB
ASCII TABLE
ASCII Table Button



Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
00	00	NUL	24	18	CAN	48	30	0	72	48	H	96	60	'	120	78	x
01	01	SOH	25	19	EM	49	31	1	73	49	I	97	61	a	121	79	y
02	02	STX	26	1A	SUB	50	32	2	74	4A	J	98	62	b	122	7A	z
03	03	ETX	27	1B	ESC	51	33	3	75	4B	K	99	63	c	123	7B	{
04	04	EOT	28	1C	FS	52	34	4	76	4C	L	100	64	d	124	7C	|
05	05	ENQ	29	1D	GS	53	35	5	77	4D	M	101	65	e	125	7D	}
06	06	ACK	30	1E	RS	54	36	6	78	4E	N	102	66	f	126	7E	~
07	07	BEL	31	1F	US	55	37	7	79	4F	O	103	67	g	127	7F	DEL
08	08	BS	32	20	SP	56	38	8	80	50	P	104	68	h			
09	09	HT	33	21	!	57	39	9	81	51	Q	105	69	i			
10	0A	LF	34	22	"	58	3A	:	82	52	R	106	6A	j			
11	0B	VT	35	23	#	59	3B	;	83	53	S	107	6B	k			
12	0C	FF	36	24	$	60	3C	<	84	54	T	108	6C	l			
13	0D	CR	37	25	%	61	3D	=	85	55	U	109	6D	m			
14	0E	SO	38	26	&	62	3E	>	86	56	V	110	6E	n			
15	0F	SI	39	27	'	63	3F	?	87	57	W	111	6F	o			
16	10	DLE	40	28	(	64	40	@	88	58	X	112	70	p			
17	11	DC1	41	29	)	65	41	A	89	59	Y	113	71	q			
18	12	DC2	42	2A	*	66	42	B	90	5A	Z	114	72	r			
19	13	DC3	43	2B	+	67	43	C	91	5B	[	115	73	s			
20	14	DC4	44	2C	,	68	44	D	92	5C	\	116	74	t			
21	15	NAK	45	2D	-	69	45	E	93	5D	]	117	75	u			
22	16	SYN	46	2E	.	70	46	F	94	5E	^	118	76	v			
23	17	ETB	47	2F	/	71	47	G	95	5F	_	119	77	w			

Procedure 33-1 Entering Text Using the Virtual Keyboard

Step	Action
1	Navigate to the field where text is to be entered.
2	Select . Virtual Keyboard is displayed.
3	Select characters as required. Characters display in the text field.
	Note: ASCII table can be viewed by selecting **ASCII Table**
4	Select **Save.**

- End -

Create New Device

Third Party Devices can be created and configured within the client.

Field	Description
Name	Enter a unique name to identify the General Purpose Device.
Description	Enter a description of the General Purpose Device.
Enabled	Select checkbox to enable the General Purpose Device.
Vendor	Click to select the name of the manufacturer of the General Purpose Device.
Poll Period (seconds)	Enter the period in seconds during which victor attempts to poll this General Purpose Device. The default value is 10 seconds.
Poll Command	Enter the poll command (command string) that victor sends to the General Purpose Device. Open the virtual keyboard by selecting , allowing creation and editing of text strings.
Poll Command Acknowledgment	Enter a poll command acknowledgment (the command string) that the General Purpose Device sends back to victor as acknowledgment of the poll message. Open the virtual keyboard by selecting , allowing creation and editing of text strings.
Journal Unknown Message	Select this option to record unknown messages received by victor in the historical journal
Serial Port	Select Serial Port if you are using a serial connection. This is the default port type.
Network Port	Select Network Port if you are using a terminal server for the connection.
IP Address	Enter the TCP/IP address of the network port **Note:** This option is only available if you select the **Network Port** option.
Communication Port	Enter the port number: • Serial Port - enter a port number such as COM1, COM2, etc. • Network Port - enter the TCP/IP port number which the terminal uses to communicate with victor
Reconnection Period (secs)	Enter the duration in seconds before trying to reconnect to an unresponsive network device. **Note:** This field is only available if you select the Network Port option
TimeOut Delay Time (1/10 secs)	Enter the extra interval (in 1/10 seconds) that victor

	waits for a response from the device after sending a message to the switcher. If a response is not received in time, the message is retransmitted or communications failure declared. Default value is 20 (2 seconds).
Comm Fail Delay Time (secs)	Enter the time period (in seconds) after the TimeOut Delay Time expires that victor waits to declare an unresponsive device as failure. Default value is 300 seconds.
Header Character	Enter a value (in decimal) to define the first character in a message from the General Purpose Device. Zero (0) indicates that any character can be the first character. Default value is zero (0)
Trailer Character	Enter a value (in decimal) to define the last character from the General Purpose Device. Default value is 13. **Note:** 1. The value cannot be zero (0). 2. A Trailer Character is mandatory.
Message Resend Count	Enter the number of times victor should attempt to resend a message that the device has not acknowledged receiving. Default value is zero (0).
Max Buffer Size	Enter the maximum size of the buffer that stores the message from the device. Default value is 2000.

Procedure 33-2 Create New Device

Step	Action
1	Select **Device** from the **Setup** tab.
2	Select **New**. General Purpose Device editor displays.
3	Enter a name for the device in the **Name** textbox.
4	Enter a description for the device in the **Description** textbox.
5	The **Enabled** checkbox is selected by default. To disable the device, deselect the checkbox.
6	Select the vendor from the **Vendor** drop down menu.
7	Enter **Poll Period.**

Note:
1. When configuring a non-zero Polling Period, non-zero values should be set for **TimeOut Delay** and **Comm Fail Delay** times.
2. When configuring a zero Polling Period, zero should also be set for **TimeOut Delay** and **Comm Fail Delay** times.

8	Enter the poll command in the **Poll Command** textbox. This is a stream of bytes, usually set by the device manufacturer, sent on a regular basis to the device to maintain communications.
9	Enter **Poll Command Acknowledge**. This is the expected response from the device which is sent back to victor as acknowledgment of the poll message.
10	The **Journal Unknown Message** checkbox is deselected by default. To enable, select the checkbox.

Note:
Enabling **Journal Unknown Message** means that any message received by the victor General Purpose server component that does not match an existing protocol will be sent to the activity viewer. When disabled, unknown messages are ignored.

11	Select either **Serial Port** or **Network Port.**
	• If **Serial Port** is selected:
a	Enter **Communication Port.**
	• If **Network Port** is selected:
a	Enter **IP Address.**
b	Enter **Communication Port.**
c	Enter **Reconnection Period.**
12	Enter **TimeOut Delay Time** in 1/10th seconds.
13	Enter **Comm Fail Delay** time.
14	Enter **Header Character.**
15	Enter **Trailer Character.**

Note:
Trailer Character is mandatory.

16	Enter **Message Resend Count.**
17	Enter **Max Buffer Size.**

American Dynamics

18 Select **Property** from the drop down menu.

19 Select **Value** from the drop down menu.

20 Select then select an **Action** from the Object Selector.

21 Select **Save.**

- End -

Create New Monitoring Point

New monitoring points can be created and configured from the General Purpose Interface.

Each monitoring point supports up to five activated status properties which are assigned during configuration. Activation and deactivation messages associated with each monitoring point are drawn from the message protocol pool.

State changes occur depending on the interpreted incoming messages of the General Purpose Device. State changes are recorded in the journal logs and can trigger other actions in victor.

Field	Description
Name	Enter a unique name for the monitoring point.
Description	Enter a description of the monitoring point.
Enabled	Select to enable the monitoring point.
General Purpose Device	Select the General Purpose Device to be monitored.
Acknowledgment Message	Enter a message string that victor sends to the General Purpose Device as an acknowledgment message.
Journal Message (1-5)	Enter a meaningful word to identify the message logged in the historical journal by this device.
Activation Message (1-5)	Select and use the Object Selector to select a General Purpose Incoming Message Protocol to trigger this monitoring point to activate.
Deactivation Message (1-5)	Select and use the Object Selector to select a General Purpose Incoming Message Protocol to trigger this monitoring point to deactivate.

Procedure 33-3 Create New Monitoring Point

Step Action

1 Select **Monitoring Point** from the **Setup** tab.

2 Select **New**. Monitoring Point Device editor displays.

3 Enter a name for the monitoring point in the **Name** textbox.

4 Enter a description for the monitoring point in the **Description** textbox.

5 The **Enabled** checkbox is selected by default. To disable the device, deselect the checkbox.

6 In the **Device** section, select and use the Object Selector to select the required device.

7 Enter **Acknowledgment Message.**

8 Enter a meaningful word or phrase in the **Journal Message 1** textbox.

9 Select and use the Object Selector to select an **Activation Message.**

10 Select and use the Object Selector to select a **Deactivation Message.**

11 Repeat steps 8-10 to add more journal, activation and deactivation messages, up to a maximum of 5.

12 Expand the **Alerts** section.

13 Select to add an alert.

14 Select **Property** from the drop down menu.

15 Select **Value** from the drop down menu.

16 Select then select an **Action** from the Object Selector.

17 Select **Save.**

- End -

Add New Protocol

New general purpose protocols can be created and configured from the General Purpose Interface. This is the language used to communicate with the device.

Protocols are established via a dynamic process which combines match criteria, keywords and character positioning. Individual message protocols then get combined with monitoring points to identify state changes in the General Purpose Device.

Optionally, acknowledgment messages can be associated and transmitted with the monitoring point.

Field	Description
Match Criteria (1-5)	Select match criteria for the keyword: **Include** - the system will expect the keyword to be included in a message from the General Purpose Device **Exclude** - the system will not expect the keyword to be included in a message from the General Purpose Device
Keyword (1-5)	Enter a keyword (max 50 characters) from this message protocol. **Note:** ASCII Hex 00 (Zero Zero) cannot be used in a keyword
Position (1-5)	Enter a position for the keyword: **Value >0 (Zero)** - the software device receiver searches for the keyword only at this position when mapping a message **Value =0 (Zero)** - the keyword can be at any position in the message (default) Example: To find “CDE” in the string “ABCDE”, the **Keyword** value should be “CDE” and the **Position** value, “3” **Note:** Spaces and unprintable characters such as carriage returns (<CR>) or line feeds (<LF>) must be counted

Procedure 33-4 Add New Protocol

Step	Action
1	Select **Protocol** from the **Setup** tab.
2	Select **New**. General Purpose Protocol editor displays.
3	Enter a name for the protocol in the **Name** textbox.
4	Enter a description for the protocol in the **Description** textbox.
5	Select **Match Criteria** from the drop down menu.
6	Enter a **Keyword.**

7 Enter the **Position.**

8 Repeat steps 5-7 to add more protocols, up to a maximum of 5.

9 Select **Save.**

- End -

Create New Action Message

New action messages can be created and configured from the General Purpose Interface. Action messages are sent to the device as a result of events triggered in victor.

Field	Description
Name	Enter a unique name for the action message
Description	Enter a description for the action message
Outgoing Message	Define a message for victor to send to the General Purpose Device
Acknowledgment Message	Define the message sent by the General Purpose Device as acknowledged that the outgoing message was received

Procedure 33-5 Create New Action Message

Step	Action
1	Select **Action Message** from the **Setup** tab.
2	Select **New**. Action Message editor displays.
3	Enter a name for the action message in the **Name** textbox.
4	Enter a description for the action message in the **Description** textbox.
5	Enter outgoing message text in the **Outgoing Message** textbox.
6	Enter acknowledgment message text in the **Acknowledgment Message** textbox.
7	Select **Save.**

- End -

Create a new General Purpose Action

New actions can be created and configured from the General Purpose Interface. Actions created in victor are transmitted to the General Purpose Device based on activated events in victor. Actions can be associated with acknowledgment messages.

Field	Description
Name	Enter a unique name to identify the General Purpose Action
Description	Enter a description of the General Purpose Action
General Purpose Device	Select and use the Object Selector to select the General Purpose Device being monitored
General Purpose Action Message	Select and use the Object Selector to select the General Purpose Action Message that this action triggers

Procedure 33-6 Create a new General Purpose Action

Step	Action
1	Select **Action** from the **Setup** tab.
2	Select **New**. General Purpose Action editor displays.
3	Enter a name for the action in the **Name** textbox.
4	Enter a description for the action in the **Description** textbox.
5	Select next to **General Purpose Device** and use the Object Selector to select the device being monitored.
6	Select next to **General Purpose Action Message** and use the Object Selector to select the action message that this action triggers.
7	Select **Save.**

- End -

Introduction

victor Health Dashboard displays the health status of all configured victor devices.

The dashboard uses color coding to indicate the health status of devices:

- Green - Normal
- Yellow - At Risk
- Orange - Pre-Failure (Also applies to failover VideoEdge NVRs not currently in use)
- Red - Device Alert
- Gray - Unknown State

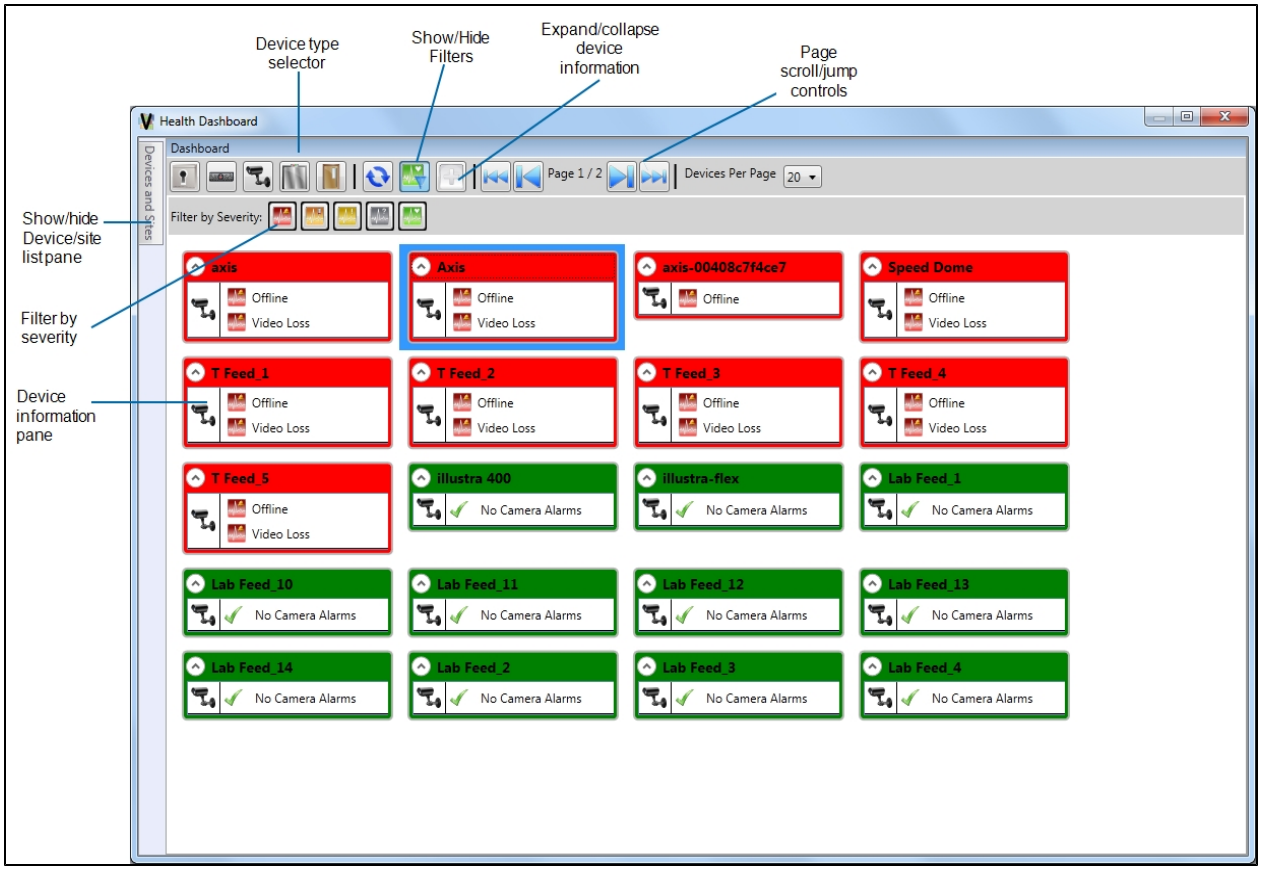
Note:
Intellex and ADHDVR recorders that do not use all analog ports display as red (Device Alert). If you prefer the recorders showed up as gray (unknown Alert) as opposed to red you can disable offline cameras via the victor camera editor.

The Health Dashboard supports the following items:

System Shutdown/Restart (VE)	No Volume (Intellex)	Unhealthy Disk (Intellex)
IP Address	Volume Missing (VE)	Disk Temperature (Intellex)
Software Version	RAID Degradation (VE)	Video Loss
Online/Offline	Failover (VE)	
Number of Hard Drives	Disk Full (HDVR)	
Number of Cameras	Overheating (HDVR)	
Status of Cameras	Volume Failed (Intellex)	

Using the Health Dashboard

The Health Dashboard can be launched from the **Home** tab:



The Health Dashboard will open displaying 2 panes: the device/site list pane and the device information pane.

Various controls and filters are available to limit or expand device information by type, severity or device quantity per page. You can also expand/collapse device information and use pagination controls to scroll dashboard pages.

Device/Site List Pane

The Device/Site List Pane displays all health dashboard supported devices and sites, along with an indication of their health status. Devices which will display in the health dashboard are:

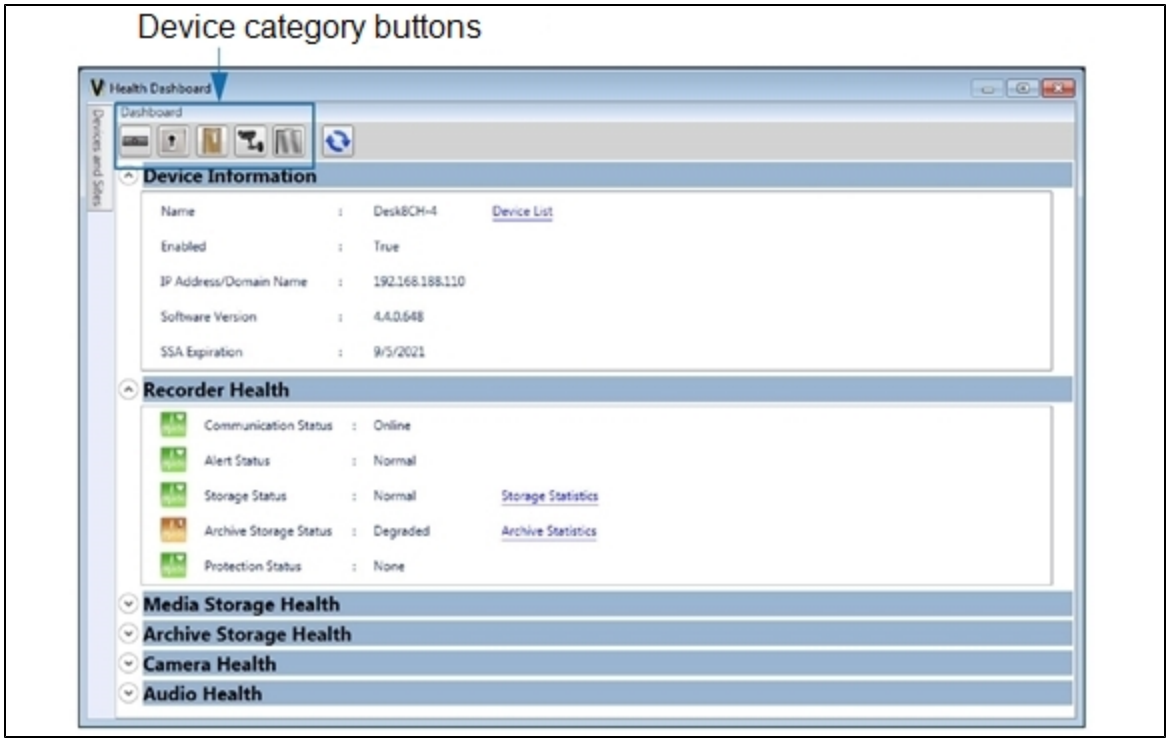
Recorders	Intellex
	VideoEdge NVR
	HDVR
	ADTVR
Controllers	iStar
	apC
	ISC
Intrusion Devices	DSC PowerSeries Panels
	Bosch Receivers
	Sur-Gard Receivers
Fire Devices	Simplex 4100U Panels
	MZX Panels
Doors	iStar
	apC
	ISC
Elevators	Kone
	Otis
	Thyssen Krupp

Health status is indicated by highlighting at Object Type Level. Users can then navigate through the Device or Site List to display health status information for all devices. Double clicking a device in the Device/Site List Pane will display more detailed information in the Device Information Pane.

Device Information Pane

The Device Information Pane displays more detailed information of configured victor devices, including those selected from the Device/Site List Pane.

In addition, the Device Information Pane can also be used to navigate health status information of devices. For example, double clicking a recorder will open an interface like the one shown below:



This interface displays detailed device information as well as the health status of the device. To view all configured objects of a certain type, use the device category buttons.

Health Mode in Maps

Health status information can be viewed on Maps. For more information, refer to Viewing Maps.

Introduction

C·CURE Unification

You can manage C·CURE 9000 access control events through victor. Lock and unlock doors, check status of access control devices, and acknowledge events and alarms. In addition, you can arm and disarm inputs and deactivate and pulse outputs. You can see the status of all controllers and other access control devices both from the device list and through maps. Events can be acknowledged in either C·CURE 9000 client or the victor client as required and update real-time. C·CURE 9000 alarms display on victor maps, event viewer and in reports/activity list.

Note:
victor and C·CURE integration requires the following versions:
victor version v4.2+
C·CURE 9000 v2.1+
For detailed installation instructions, refer to the victor/C·CURE unification manual.

Third Party Integrations

As well as C·CURE 9000, victor also extends Event Management support to various third party fire and intrusion integrations. For a full list of drivers, refer to the American Dynamics website (www.americandynamics.net):

Integration with third party add-ons enables victor's device list to display C·CURE and Third party hardware. All objects support the victor privilege configuration and authorization.

All actions and state changes related to integrated objects are written to victor's journal database and display on the activity list. victor's reports also support Access Control, Fire and Security modifications.

Alarms from integrated objects can be used to trigger victor Events.

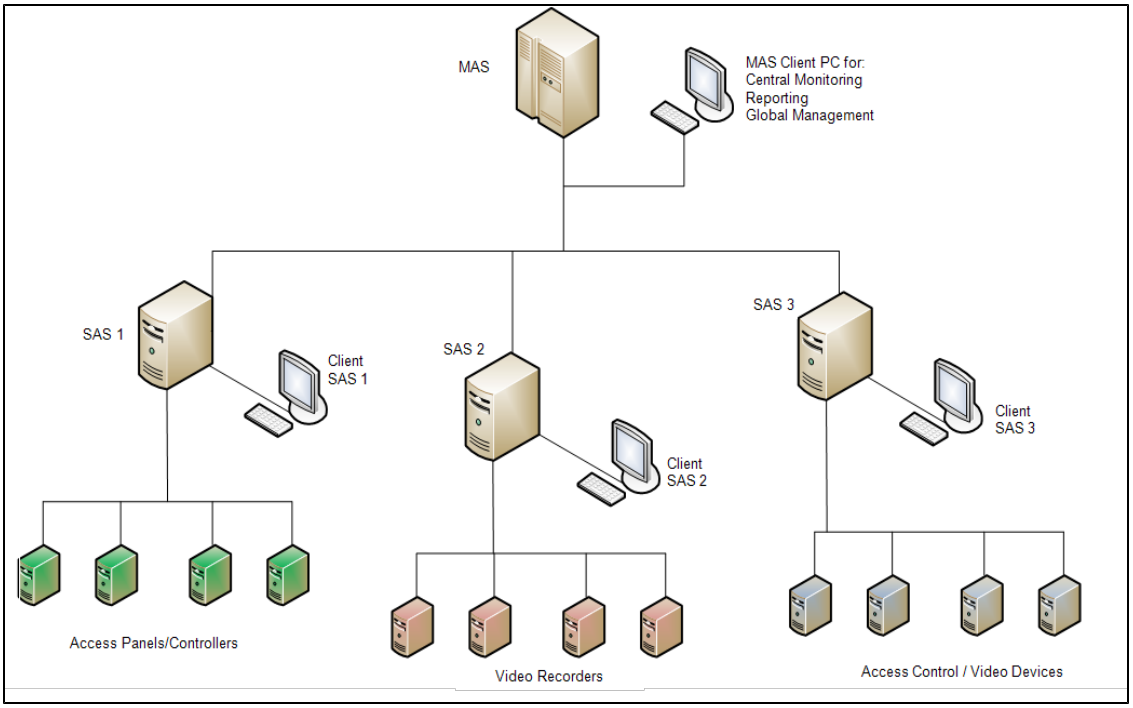
Refer to the relevant victor integration manual for detailed information on integration, installation and operation instructions.

Appendix A: victor MAS/SAS Support

Introduction

To enhance scalability and deployment in enterprise environments, victor unification with C·CURE allows you to configure a site that is part of a 'hub-and-spokes' topology, but also has the ability to function in a disconnected environment with complete local command and control.

Each Master Application Server (MAS) and up to 20 Satellite Application Servers (SAS) can be deployed as a single system. The satellite servers provide real time response for critical operations like events and actions while the master server provides a rolled up monitoring and reporting interface.



Each SAS contains database records for the system hardware connected to it, as well as other data relating to user authentication and authorization. Each SAS synchronizes with the MAS so that SAS local data is replicated to the MAS for central management and monitoring.

Data Types

Data Types

Global: Data which is configured on MASs and synchronized to all SASs.

Local: Data which is configured on and exists only on SASs.

Installation

The following enterprise deployments are supported:

• Installing victor locally on a C·CURE SAS or remotely connecting to a C·CURE SAS

• Installing C·CURE on an existing victor Application Server and making it a SAS in an existing Enterprise environment

• Installing victor on a MAS

Note:
Installing victor without C·CURE is not supported in SAS/MAS deployments

MAS Installation

Unified Server MAS can be installed by running the Tyco Security Products unified installer. The standard unified server installer lays down all prerequisites required for MAS/SAS installation.

Caution

Refer to product datasheets for information on system hardware and software requirements

MAS Installation prerequisites

Prerequisites
The system where the MAS software will be installed must be a dedicated system on a domain. The system should not host any other major applications
Ensure clocks are synchronized between the MAS and the SASs
The Windows domain user account of the MAS installer must be a system administrator for the system where the MAS will be installed. (The account you install under must be a domain account, not a local computer account.)
The Windows user account of the MAS installer must have been configured as a SQL Administrator (sysadmin role)
The SQL Browser Service must be enabled and running
You must have or obtain a MAS software license with the Application Server option enabled

Note:
Grant Administrative privileges to your Domain account on the new MAS.

Step	Action
1	Follow the standard installation instructions provided on the unified server Installation guide until the **Installation Type** dialog displays.
2	At the **Installation Type** dialog, select **Advanced** (for Enterprise users) and select **Next.** Destination folder displays.
3	Select **Next.**
4	Select **Application Server Installation**. Further options display.
5	Select **Install as a Master Application Server.**

6 Select **Next**.

7 Enter the database server name.**Database server** and **Login Credentials** dialog displays.

8 Select the local SQL server required for the installation (previously installed) as the **Database Server** and select **Next**. The **Remote Access Credentials** dialog displays.

9 Enter **Domain Username** and **Password** as required.

Note:
Use a Domain Account\Username whose password will not be automatically updated as this will adversely affect future connectivity. If your Windows password should change, you will need to update the password used by the unified Windows services.

10 Select **Next**. The **Ready to Install** dialog displays listing the installation directory and the system server type.

11 Select **Install**.

Note:
1. The **Installing** displays detailing status messages and progress (This process can take a considerable amount of time)
2. If the installation completes without errors, the InstallShield Wizard Completed dialog box opens
3. If you received any warnings during the installation, the system displays a dialog box listing the number of warnings. You can view these warnings in the %TEMP% directory.

12 Select **Finish**.

Note:
Once installation completes, you must register the product within sixty days from the date the application was installed.

- End -

SAS Installation

Unified Server SAS can be installed by running the Tyco Security Products unified server installer. The standard unified server installer lays down all prerequisites required for MAS/SAS installation.

SAS Installation prerequisites

Prerequisites
The system where the SAS software will be installed must be a dedicated system on a domain. The system should not host any other major applications
Ensure clocks are synchronized between the MAS and the SASs
The Windows domain user account of the SAS installer must be a system administrator for the system where the SAS will be installed.
The Windows user account of the SAS installer must have been provisioned as a SQL Administrator (sysadmin role) on the MAS.
The Windows user account of the SAS installer must have been previously configured as a victor/C·CURE Global Operator with the SYSTEM ALL Privilege at the MAS to which this SAS will connect.
The CrossFire Services must be configured to run using a domain user account on the SAS. That account must also be a MAS operator able to access the MAS SQL database.
The SQL Browser Service must be enabled and running.
The MAS server that will be the master server for this SAS must be reachable via the network (its name or IP address must be resolvable).
The MAS server that will be the master server for this SAS must be running as well as the Software House CrossFire Framework and Component Framework Services.

Caution

Refer to product datasheets for information on system hardware and software requirements

Step	Action
1	Follow the standard installation instructions provided on the unified server Installation guide until the **Installation Type** dialog displays.
2	At the **Installation Type** dialog, select **Advanced** (for Enterprise users) and select **Next**. Destination folder displays.
3	Select **Next.**
4	Select **Application Server Installation**. Further options display.
5	Select **Install as a Satellite Application Server** and enter the **Master Application Server** name or IP Address and select **Next** the **Database server** ddialog displays.
6	For the Database Server, select the required SAS database server name.
7	Select **Next**.
8	Enter your **Domain\Username** and your **Password**, confirm your password and click **Next.** The **Ready to Install** the Program dialog box opens listing the location of the Installation directory, the Database server type, and the system SQL server type.

9 Select **Install**.The **Installing** dialog displays.

Note:
1. The **Installing** displays detailing status messages and progress (This process can take a considerable amount of time)
2. If the installation completes without errors, the InstallShield Wizard Completed dialog box opens
3. If you received any warnings during the installation, the system displays a dialog box listing the number of warnings. You can view these warnings in the %TEMP% directory.

10 Select **Finish**.

Note:
Once installation completes, you must register the product within sixty days from the date the application was installed.

- End -

Operation

MAS/SAS deployment affects how users interact with victor in various ways. Each of the following subsections describes the enhanced user experience in affected areas as well as system capabilities and how they differ from a non MAS/SAS environment.

Data Synchronization

victor specific data configured at the SAS in local partitions will synchronize up to the MAS. The victor Journal and Audit will synchronize from the SAS to the MAS every four hours by default (this value can be changed in System Values).

victor Application Server Interaction

General

On a MAS, the dynamic view of victor Application Servers lists all the SASs and the MAS the user has access to:

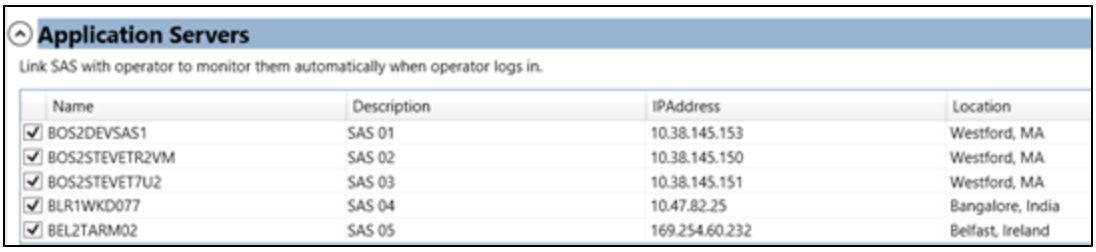
Site Manager Name	Description	Location	Client Connection State	Enterprise Health
BOS2DSTARMEY2	Unified MAS	Boca Raton, FL	Primary	Ready to Synchronize -- One or more partner servers has a problem
BOS2DEVSAS1	SAS 01	Westford, MA	Interactive	Ready to Synchronize
BOS2STEVETR2VM	SAS 02	Westford, MA	Interactive	Ready to Synchronize
BOS2STEVET7U2	SAS 03	Westford, MA	Interactive	Ready to Synchronize
BLR1WKD077	SAS 04	Bangalore, India	Interactive	Ready to Synchronize
BEL2TARM02	SAS 05	Belfast, Ireland	Non-interactive	Offline

Interactive

From the dynamic view on the MAS you have the option to go **interactive/non-interactive** with a given SAS. This is done via the right-click context menu.

When a victor Application Server is made interactive, it means that activity and events will be sent from the SAS up to victor that is connected to the MAS (as if the client was directly connected to the SAS as its primary server).

You can configure whether each operator is be default interactive with any given victor Application server in the Application Server section:



Application Servers

Link SAS with operator to monitor them automatically when operator logs in.

Name	Description	IPAddress	Location
BOS2DEVSAS1	SAS 01	10.38.145.153	Westford, MA
BOS2STEVETR2VM	SAS 02	10.38.145.150	Westford, MA
BOS2STEVET7U2	SAS 03	10.38.145.151	Westford, MA
BLR1WKD077	SAS 04	10.47.82.25	Bangalore, India
BEL2TARM02	SAS 05	169.254.60.232	Belfast, Ireland

The items that are checked will be automatically interactive at startup when this operator logs in.

Sites

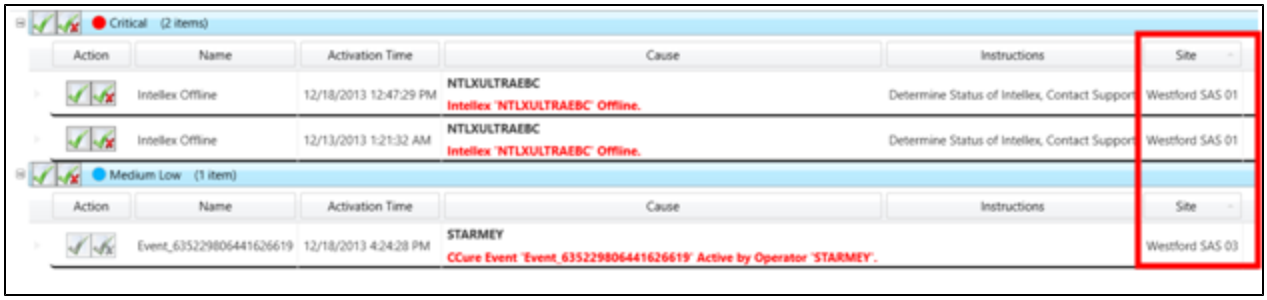
When a server is started, it will create a Site in the Site List with the same name as the victor Application Server. This can be changed, but can't be deleted. This means that every installation will have at least one Site present at all times.

Events

Events that are configured on the MAS are global. That means all events configured will be synchronized to all interactive SASs.

The **Event Viewer** on the MAS is an event sink for all events from all SAS that are currently interactive.

If the source of an event activation belongs to an existing site, the site name will display in the **Site** field. If the source does not belong to an existing site, the site that was created by the victor Application Server is displayed.



SAS Online: Normal event management (Acknowledge/Clear) workflows work the same as if directly connected to the SAS.

SAS Offline: The event activation in the event viewer cannot be modified.

The operations that are performed on any event activation on the MAS or SAS is mirrored in real-time in both event viewers.

The **review** operation available via the context menu will operate as normal on both the MAS and SAS.

Event Setup

Configure All:

Event Configurations of this type are synchronized to all SASs. This means that if the user configures All Doors -> Forced -> Activate Global Event, every door in the Enterprise will activate this event when the door is forced.

Specific Objects:

These event configurations are saved on the SAS that owns the object being configured. So for a specific SAS door -> Forced -> Activate Global Event, the configuration for this action will be saved at the SAS.

Note:
Event Setup editor on the MAS shows configurations for all objects in related SASs.

Maps

Maps can be created on both MASs and SASs.

MAS Maps: Maps created on MASs will not synchronize to SASs.

SAS Maps: Maps created on SASs, along with all their layers and objects are synchronized to the MAS and are available to the MAS client.

Health Monitoring

Health monitoring at the MAS displays the health of all supported devices enterprise wide and if the SAS is interactive, the states update accordingly.

The victor Application Server health status is included on the MAS dashboard as well as the status of all available MAS and SAS machines.

Reports/Data Visualization

At the MAS client, reporting and data visulaization is available for data up to the last succesful synchronization of SAS data up to the MAS.

Licensing

There are no additional license requirements to install victor on a SAS.